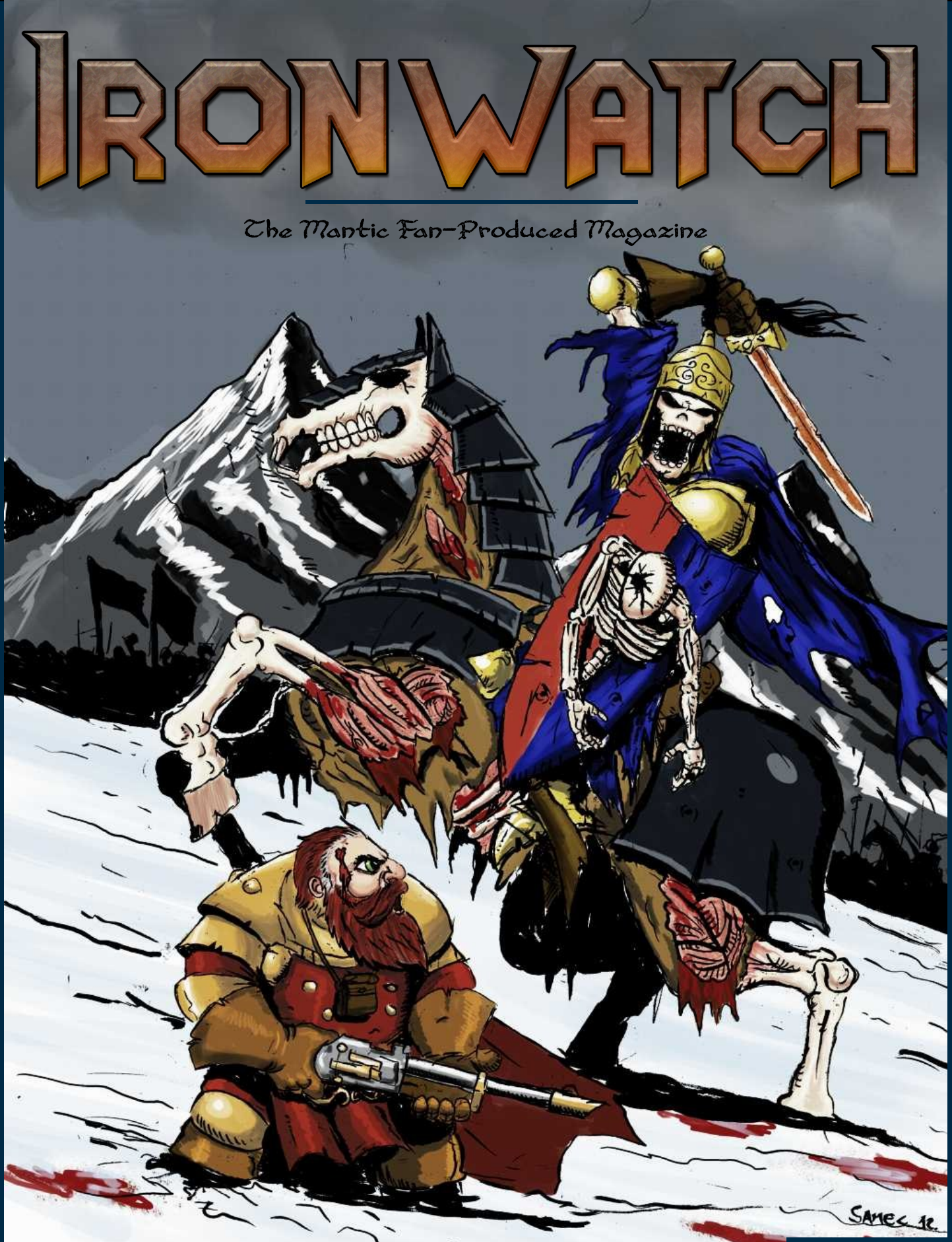
IronWatch

The Mantic Fan-Produced Magazine



Issue 01

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Cover art by Boris Samec
Cover title by Mark Smith

ABYSSAL TIDINGS

A Message from the Editor

I'm pleased to present the first of issue of **IRONWATCH**, the Mantic fan-produced, edited, and (electronically) published magazine. This will be the first of many such issues to come, and we hope you enjoy the material found within, use our proposed rules or ideas, become inspired by our stories, and contribute your own personal ideas, art, and stories in the future!

In this issue, we have a wonderful short story by Michael Grey about the Corporation's investigation of a mysterious alien ship, Stuart Smith's first two scenarios for an amazing three-scenario campaign in which Evil forces attempt to summon and control a Storm Giant, Matt's story about a lucky orc, a set of special rules for a more in-depth set of changes for the Kings of War campaign system from Doug Newton-Walters, and a huge Warpath battle report from Neil Dixon. In addition to this, we have further short stories, special scenarios, painting showcases, terrain modeling tutorials, and even a comic strip!

I'd like to throw out an initial thanks to the overwhelmingly positive response there has been to this magazine and its implementation. I've spoken to many who have become disheartened at the changes of once-staple magazines like White Dwarf becoming basically catalogs, or the closing down of Mantic's own Mantic Journal. With **IRONWATCH**, we hope to revive both the spirit of those magazines as well as their quality of content, and so we hope you'll enjoy this issue and those to come. Thanks for reading, and welcome to the Watch!

-Austin

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UPCOMING NEWS FROM MANTIC GAMES!

Dreadball Kickstarter!

Dreadball is a two-player sports board game set in our Warpath universe where two coaches compete to outscore each other and win at all costs.

The game comes complete with a fantastically detailed full-color pitch, two complete teams, a roster pad to keep a record of your team's development (yes – league play is included) plus counters, event cards, and dice – all packed in a beautiful high-quality box.

We're launching **DreadBall** through Kickstarter where with the help of the community we hope to be able to include the referee figure, alternative sculpts and more players in the box, as well as create new teams, introduce new expansions and create a strong community so you're always supported!

Dreadball Referee
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The Midguard Delvers face off against the Veer-myn Stealers!
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Be sure to visit and support at http://www.kickstarter.com/projects/17446299/dreadball-the-futuristic-sports-game

Strike Enforcer, painted by Golem Studios
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Armored Perfection

The Enforcers are now available, unlocking elite troopers in armor crafted in the dwarven Forgestars to supplement your army's might and a brand new addition to the Warpath universe as a whole.

Released in September, these great sci-fi figures are now available to pre-order and as is tradition at Mantic, we launch our pre-orders with amazing value for money army deals that allow you to pick up loads

Enforcer Captain
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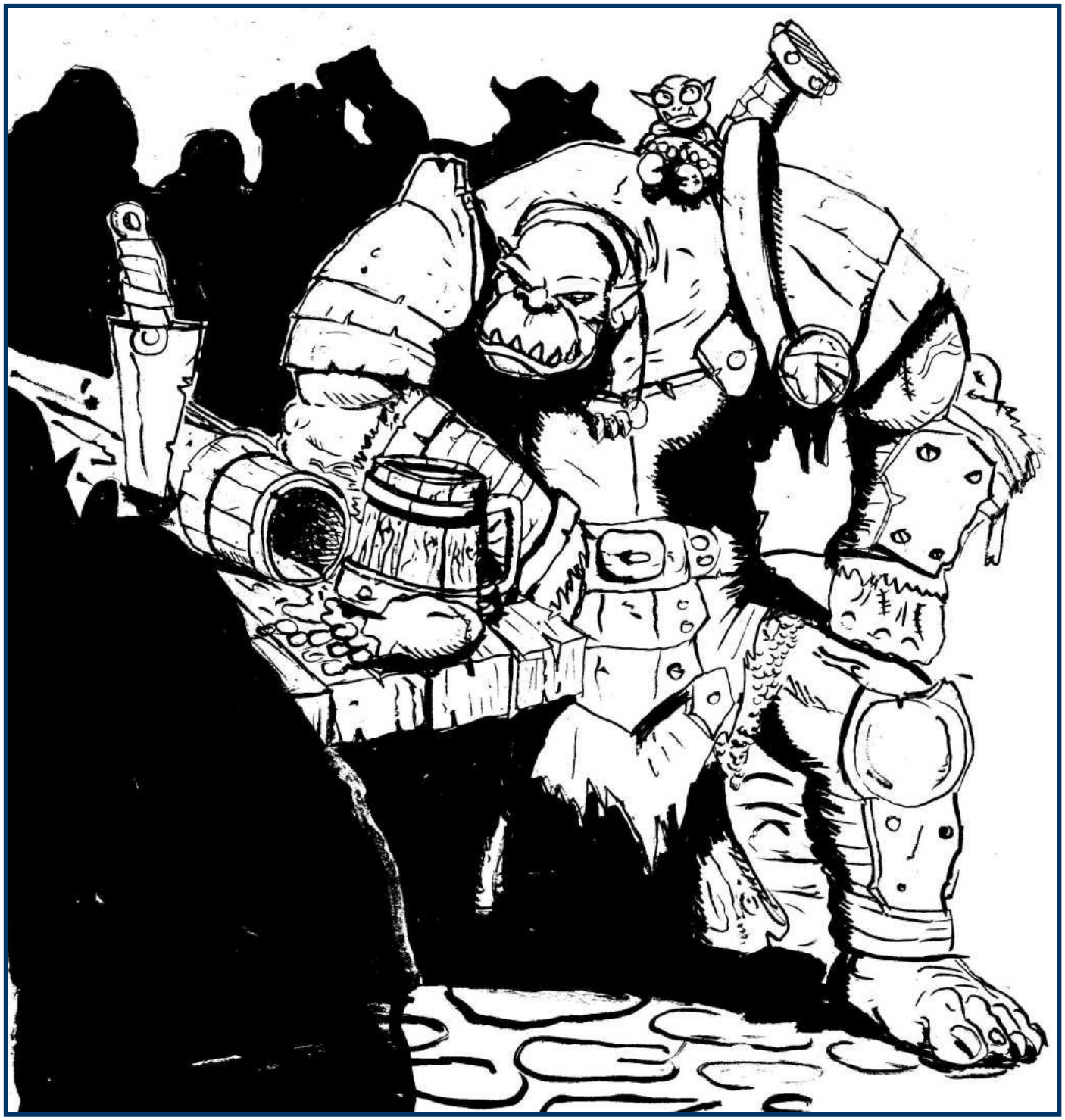
of cool new miniatures for use in your sci-fi game of choice, each themed around a different style of attack.

Protocol: Strike Army Deal is built around a balance force of Strike, Assault and Suppression teams whilst the **Protocol: Assault Army Deal** and **Protocol: Suppress Army Deal** are the deals for you if you want an army equipped for Close Combat or simply want more devastating firepower - of course there's nothing stopping you picking up both and having a truly massive force, free sci-fi gaming rules of course! ▪



By Boris Samec

ARGUN'S LUCK

by Matt Gilbert

THE TWO DICE dropped from Argun's hand and rattle-bounced across the wooden table. One took an erratic deflection into the heavy tankard of grog that sat in front of the brown-skinned thug to his left before coming to a stop at the edge of the game board. The other skidded off onto the floor.

The orc to his left, Jarl, picked his teeth with the tip of a wicked looking dirk.

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"Six" he noted, his single good eye staring at the die remaining on the table. "But the other doesn't count"

The third player at the table contemplated this and then slowly studied his hand of painted wooden sticks. "Yeah" he ventured, and then "does that mean the boss 'as another go?"

"It means I 'ave to roll that one again you idiot" snarled Argun. "Just like all the other times it's 'appened"

Argun took a swipe at the orcling perched on his left shoulder, causing it to flinch away and then scamper on to the floor to retrieve the errant die. It chattered as it skipped across the floor and then held the carved bone cube up out of the shadows with both hands for the players to see.

"Six again. So near yet so far" Jarl said. "Looks like your luck ran out this time Argun".

The orcling scrambled clumsily up the thick table leg, hampered by the load it was carrying. As it reached the top Argun snatched it away.

"Ramming the die into the orcling's mouth, he held it by one leg and dunked it in the beer before pulling it out again."

"Give that 'ere Spittle you little runt. Right, boys watch 'n' learn. My luck never runs out".

The die was dwarfed by the hand of the Krudger and with his other he grabbed Spittle by the head and held him dangling over his own large mug of ale. "Just in case though" he said, grinning with yellowing teeth, "let's get this die pissed so it forgets not to screw me around". He squeezed the helpless orcling until its mouth popped open. Then ramming the die into the orcling's mouth, he held it by one leg and dunked it in the beer before pulling it out again. "Right lads,

watch this". He punched the back of Spittle's head with a wet thunk and the die popped out, landing with unerring accuracy in the middle of the board.
"Six". Jarl threw his own hand of sticks down in disgust while Meathead, the other orc at the table looked up and said "so as 'e won then?".

"Course I won" said Argun, dropping Spittle to the floor. The orcling quickly scurried across the flagstones into the corner of the room out of reach. "I always bloody win".

LIFE WAS GOOD for Argun. He'd always been one of the biggest orcs in a race of hulking brutes. His size gave him power too, both physically and psychologically. But he was good at what made an orc rise to the top; he knew how to fight and fight dirty. This and his wit had seen him rise to power quickly, the status of Krudger coming easily with many orcs willing to follow "Facesplitter" – a name he'd earned after altercations with a number of challengers to his authority. Piece-negotiations Argun called them. You talked. He left you in pieces.

Like most nomadic warbands, his boys had scoured the plains; raiding Dwarf mining camps and terrorizing human towns and villages. The horde had increased in size as smaller warbands were subsumed and soon larger settlements became viable and necessary targets. Argun's reputation for fortune preceded him and was only enhanced by engagements like those at Harvon's Pass and The Bickervale where they'd taken minimal casualties and routed larger and superior forces. At Yurdhaven Cross though, things had not gone so well.

Orc Warlord
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The humans and elves had prepared well and the elven general managed to take Argun's left flank by surprise. The resulting collapse had scattered the Krudger's warband, with only a regiment's worth following Argun into

Goblin Rabble
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the Forest of Galahir. They had killed their pursuers but found themselves wandering aimlessly for many days. Argun violently suppressed any mention of ill luck, as was a Krudger's right, and drove the band deeper into the trees. Four days into the trek, his fortune changed.

One evening, they'd accidently stumbled into a clearing occupied by a rag-tag band of human adventurers and chancers. Having set a poor watch and gotten themselves intoxicated on cheap wine, the humans were quickly overpowered and put to the sword – the fresh meat a welcome feast for the voracious greenskins. Argun kept one of the humans alive long enough to… entice the man to divulge the group's purpose.

The man-thing whimpered and cried and soiled himself more than once but eventually explained that the group were treasure hunters, following a map recently discovered in a library in Yolkston - two hundred leagues to the West. They were looking for an ancient hideout said to be in the forest nearby. Between the tears and screams Argun deduced that other troupes were also scouring the area for the hideout; the lure of what might lie within too great to resist the perils of the forest. The man had a copy of the map and knew they were close. On the morrow they were certain they would find it.

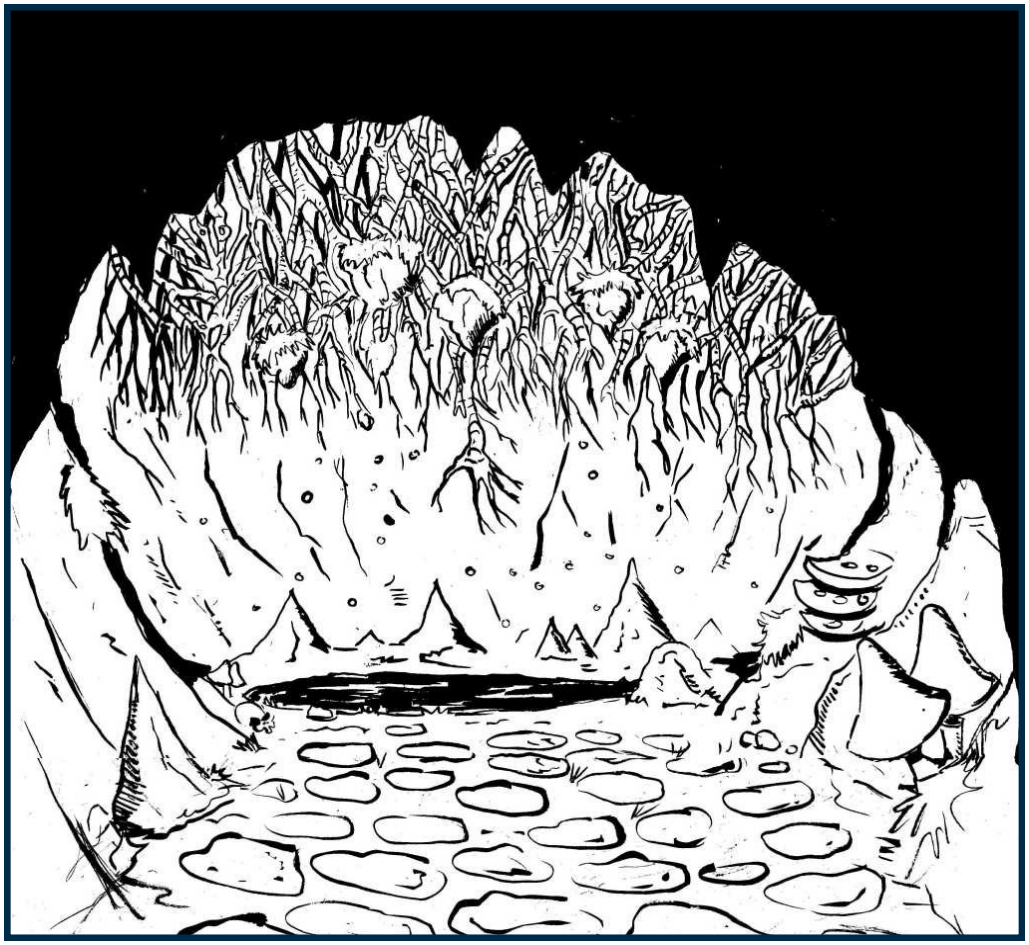
"Argun kept one of the humans alive long enough to… entice the man to divulge the group's purpose"

Sensing an opportunity for some sport for his demoralized band of grunts, Argun had them search the bodies. The map found, he had snapped the neck of the last survivor and tossed the body aside.

At daybreak, Argun roused the mob, kicking most onto wakefulness to angry snarls and grunts. With the map as a guide they discovered the humans were closer than they thought to their goal.

And now here they were.

What Argun first saw as a minor set-back had become a new opportunity. Sure they'd lost a handful of volunteers to the various traps and surprises the place had to offer but over the last year they'd made a good living. The hunting in the area was good so food was plentiful and in the first few months at least four different groups of adventures had found the caves only to realize they were not unoccupied. The treasure haul from these unfortunates made the experience all the more fun.



"They could see huge tree roots like living stalactites dropping out of the gloom, tapering to thin, delicate fronds that eventually brushed a pool in the floor."
By Boris Samec

Argun began to stoke things up, spreading rumors of the cave's treasures while at the same time terrorizing the villages which lay within a week's radius of their new lair. A steady flow of opportunists and mercenaries hired to clean them out kept the boys in shape and the band's hoard of plunder increasing.

They themselves had found none of the rumored treasure of course. All that lay at the center of the tunnels was a large cavernous hollow, its vaulted ceiling hidden in deep shadow. From the narrow opening into the chamber, they could see huge tree roots like living stalactites dropping out of the gloom, tapering to thin, delicate fronds that eventually brushed a pool in the floor.

The orcs avoided the place; it felt unnatural and repellent to them. The pool glowed

with a cold, insipid light which cast eerie shadows. If anyone wandered too close, they suddenly found themselves back at the cavern entrance again with no recollection of how they got there. The voices would not stop whispering in their head for hours after.

Nearly a week ago, one of the goblins, Rikks, had thought it amusing to hurl night-soil in to the pool as a dare. Getting as close as he comfortably could he succeeded in hitting the target with some if not all his ammunition. Since then, the goblins had spent any time not out scouting entertaining themselves by playing "crap -splash".

"The place was remarkably dry but no matter how many torches, wood or bodies the orcs burned, the chill was always there."

"Boss?"

Argun leaned back against the cold wall. The place was remarkably dry but no matter how many torches, wood or bodies the orcs burned, the chill was always there.

"What?"

Argun had a space to himself at the end of wide tunnel. Most of the lads slept in two large communal chambers on the other side of the complex. The original occupants had seemingly taken a small, natural cave system and carved out additional rooms and tunnels to extend the warren-like layout to twice its original size. No trace or hint of who they might have been had been found.

Orc Moraxes
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Meathead stepped though the opening into the room where Argun and Jarl were dicing again. Jarl was a sly one and useful for his brains, but Argun only trusted him when he could see him and so liked to keep his lieutenant around when he wasn't otherwise occupied. Meathead was his Sergeant from the former Greatax regi-

ment and while a little slow, he had a ferocious battle temper and could swing a Greatax like no-one Argun had seen before.

Goblin Sneak
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"We got visitors boss. Tinker just came back in. The other scouts is dead 'e says.". Meathead began picking at the huge pale green scar running down his left arm; a gift from a cavalryman's blade back at The Bickervale. "'e don't look too good Boss".

Tinker, Gobban and Rikks were the only three goblins who had survived the events at Yurdhaven Cross and Argun had employed them as scouts and sentries in the woods around the complex. Meathead picked up the small bundle of cloth and limbs he'd been dragging behind him and dumped it on the floor in from of Jarl.

Argun grabbed Tinker by the scruff of the neck and lifted him up level with his eyes. "He don't look great I'll grant you that" he observed casually, "But then 'e always was an ugly sod. What 'appened Tinker?"

The goblin moaned and tried to lift its head but was struggling to find the energy to speak. Argun tightened his grip and the sentry squealed. "E….e…… elves. Many-lots". The effort of speaking too much, Tinker passed out and Argun, irritated, growled and tossed him aside.

"Seems we've got company lads. Good. We've all been getting a bit lazy of late and Jarl and I were just discussing moving on out of 'ere. We all need some bigger scraps and I want to be out on the plains again. If that upstart Chok still fancies 'imself a better Krudger than me I think I'd like to show him the error of 'is ways. We need to build the band back up again." He stood and flexed his massive arms, trophy rings clattering across the blue tattoos and battle scars.

"Get Jurk to prepare the traps" he commanded, "and tell Brekkun to get 'is 'airy arse out there and lure 'em in."

“Brekkun don’t ‘ave an ‘airy arse boss” said Meathead “not since ‘e sat on that knight’s oil lamp”.
Argun chuckled, a deep crackling belly rumble. He turned to Jarl. “Want first pickings?”

It was at Harvon’s Pass where Argun had met Jarl. The leathery skinned orc from the deserts of the South had been taken captive by slavers of the Twilight Kin during a raid. The slavers were returning home and converging with others of their kind in a large host heading back to the Abyss. Jarl knew his fate at the hand of the elves was going to be despairing, painful and ultimately fatal.

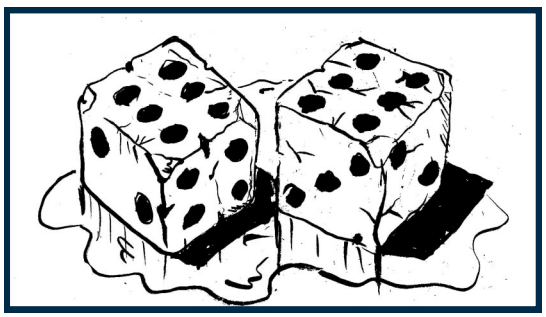
One evening, the Kin had picked Jarl out for special attention. They had taken his eye that night. Already tortured and tormented during the journey, many captives had not survived by the time the Kin were assembling in Harvon’s Pass before moving on. As the warhorns blew in alarm that fateful evening, Jarl knew it would be his chance to escape.

Strangling his guards with the chains that they thought bound him, Jarl managed to then free and rouse the other surviving orc prisoners and began to run riot in the elven encampment. Assaulted by Argun’s force on one side and undermined by a revolt from within their own camp, the Kin were overrun and slaughtered. Jarl impressed Argun and quickly rose to prominence in the warband.

Whenever there were elves to fight, Jarl took the lead, his loathing for the race ignited in a frenzy of violence that was fed by hate.

“Yeah” he snarled, picking up his Ax from where it rested against the wall. “Show me where they are”.

TO BE CONTINUED...



By Boris Samec

SAGE ADVICE AND RANDOM MUSINGS

Hobby chatter from a hairy old veteran!

Greetings all!

So here we are, the first issue of the "official" mantic fanzine, and the first of what I hope to be regular columns as well as more *ahem* random musings from the inner most recesses of my mind.

So where to begin; Ah! it has to be the Mantic Kickstarter…Wow! Who would have thought that a new and still growing company could achieve so much in such a short space of time? I'm sure that, like me, you are still reeling from the phenomenal success of Mantic's Kickstarter campaign, and if you were one of the lucky few who managed to pledge the farm on it, you are no doubt checking the mail each day or hoping for that hefty thud as the first of your Kickstarter booty hits the doormat.

Werewolf Concept Sketch
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Celestial Angel Paladin Concept Sketch.
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It's been a long trek so far, from the early days of the first plastic sprue's and no rules, to the first hardback rules for Kings of War and 8 army's in the bag and 3 more in the pipeline. The journey has had many a winding path leading to the occasional dead end, but on the whole Mantic have navigated the hobby trail with almost consummate ease, making (on the whole) the right choices, including us the community in the bigger decisions to help make our games, miniature's and rules better.

Mantic has faced naysayers and internet trolls, but the old adage that you can't keep a good idea down is true, and Mantic seem to rise like so much cream to the top and the Kickstarter campaign is proof of that. Excellent ideas backed by great concepts and a will to do what's right by both them and the consumer resulted in a 3000% funding and a lot of happy investors .

So what now? Well firstly to quote an old war poster, "Keep Calm and Carry On." Mantic have been taken somewhat by surprise by all this lovely attention and are having to really man up (in a literal sense) as they are just overwhelmed by the amount of orders that require shipping as well as the regular orders from the web store.

Ogre Concept Sketch
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Mummy Concept Sketch
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Don't forget this is in addition to meeting demand from other bricks and mortar shops and other online retailers! We will ALL get our stuff, but we will have to be patient; Miniature's don't go off, and they won't melt in the heat wave we seem to have at the moment….Well, not Mantic miniature's anyhow .

Poster for Mantic's Dreadball
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This has been a fantastic ride so far and happily there is still much more to come. Warpath 2.0 is on the horizon, and after that the futures own major sporting event will be coming to a table top near you in the form of DREADBALL [tm]. Add into this the usual mix of releases, and everybody is a winner, not just those who managed to get on the Kings of War Kickstarter bandwagon.

But that's not all; Ponder on this: The Kings of War Kickstarter was a MASSIVE success, we added a whole bunch of new units, and reduced the cost of others to make them way more affordable…

I think that this time next year we will be sitting in a equally warm fuzzy afterglow of the "Just finished my WARPATH Kickstarter" feeling.

But next time it will be so much better, as the data tells us that second Kickstarters are better than first time runs. Next time round, expect more concept art, some great deals, and even better pledge levels. In the meantime, be sure to squirrel away a few pounds each month as (Trust me) you won't want to miss the second ride on that rollercoaster!

Well that's about it for now, but if you have any questions you'd like me to try to answer or an opinion on this column feel free to contact me on the Mantic forums and I'll do my best to get the answer here for others and yourself to read.

In the meantime, may all your die roll high and remember…

The objective of the game is to win. The point of the game is to have fun. The two should never be confused.

-Bil

March of Battle
A KoW Campaign Supplement

By Doug Newton-Walters

The following is a more complex campaign system than the one found in the Kings of War rulebook. It certainly isn't the most complex campaign system out there, but it has more crunch than the standard one. Unless stated otherwise the following uses the same basic structure of the campaign system in the rulebook.

A rule of thumb for army sizes is the number of players x1000 points. So if the campaign had 5 players, each player would have 5000 points of troops available. The maximum number of field armies a player can have is equal to half the number of players, rounding up (so the above example would allow a maximum of 3 field armies per player).

The campaign is played on a map with a hexagonal grid overlay, dividing up the lands into easily conquerable pieces. Armies move across the land in units of hexes and where two meet, battle is joined. Once you've got your map you need to determine where each empire's territory will be. To give everyone a fair start, they should all be roughly equidistant from one another. No territory should abut another and at least 1 wildland hex of space between each territory and another.

Each player begins with 3 hexes; 1 capital and 2 towns. The towns must be touching the capital, but other than that they can be in any position. The capital and towns are abstract conveniences; they could just as easily represent a sea-based beachhead and two forward base camps instead.

Any hexes on the map that aren't owned by a player are considered wildlands, unclaimed territories. However they aren't unpopulated and their disorganized inhabitants will still put up a fight to prevent their lands being conquered.

Resources

Resources are the currency of the campaign. Orders and actions performed during a campaign turn generally require

Here is a sample map showing the starting locations of 6 different empires.

them or they won't happen. Without them armies falter and defenses crumble. At the beginning of each campaign turn, each player generates resource from the hexes they own. The amount generated depends on the type of hex:

Abyssal Dwarf Angkor Heavy Mortar
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Orders

Every campaign turn you can issue an order to each of your field armies, spending the requisite resource cost. Orders are carried out as normal.

Hold – 1 Resource

The army remains where it is and does nothing (its expensive maintaining armies).

March! - 2 Resource

Move a field army to a hex adjacent to the one they are currently in. If two field armies meet in a wildlands hex then the wildlands are ignored, they don't fight. Whoever wins takes the hex.

Forced March – 3 Resource

Move a field army two hexes (so long as they all touch). You do not encounter the first hex you move through (you're not there long enough). However when you fight a battle there your force will be slightly spread out due to the pace and you won't have everything on the table. Divide your army in half and roll 1D6, on a 1-3 half 1 is left off the table, 4-6 half 2. At the beginning of each of your turns roll 1d6, if you roll equal to or less than the turn number, the other half of the army shows up. They all must move at the double, measured from the table edge.

Hex Type	Resources Generated	Rest Roll Needed	Defenses
Capital	3	2+	Stone only, Must take Buttresses
City	2	3+	Stone main gate, Can take towers and can upgrade walls and towers to stone
Town	1	4+	Wood only, Can take towers
Outpost	1	-	Wood only

Rest – (n) Resource

The army tries to rebuild its strength after a battle. You may expend up to 1 resource for every one of the following you possess, rolling a die for each. A successful roll gives you 100 points to help replenish your ranks, either bolstering already existing units, or form new ones.

You cannot regain more points than the campaign size and excess points are lost.

Upgrade Orders

You may only perform a single upgrade order per hex, per campaign turn. You can't turn an outpost into a town in a single turn.

Reinforced Outpost – 1 Resource

The outpost can now be upgraded to have wooden towers and must take a main gate

Dwarven Flame Belcher
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Town – 1 Resource

A reinforced outpost becomes a town. It must have a stone main gate, can take towers and can upgrade walls and towers to stone.

After Battle

If a field army is defeated it immediately retreats one hex to a friendly one if available, wildlands if not and lastly enemy territory if there is no other option. In the latter two cases the field army must move towards the closest friendly hex. A hex can only hold one friendly field army at a time.

Roll for unit loses as normal.

If your field army defeats their opponent you can immediately spend 1 resource to create an outpost in the hex, claiming it as your territory. If you don't do this or choose not to, the hex reverts to wildlands. Outposts may be garrisoned like other hexes as normal.

Siege Defenses

Each of the different types of hex a player controls has different siege defenses.

You can use resource in addition to siege points to buy siege equipment or upgrade fortifications.

Siege Equipment

Siege Ammunition

Cost: 1 per war engine/Monster

Upgrade one war engine with siege ammunition. This is Attack 1 Piercing (4) Blast (1D6+1) and can only be fired at buildings. You may choose to use this one attack, or the standard attack of the unit. Use the unit's normal range value.

You may give this to a monster unit, but it can only be used in melee with a building.

Additional uses for Resources

In addition to the orders given out to field armies, you may choose to spend resource on the following Campaign Actions. You may only attempt each of these once per campaign turn and you can perform them at any appropriate time during the campaign turn.

Bribery – (n) Resource

You may spend resource to bribe other players. If a field army ends up on a hex where a battle is occurring, then they can intervene as normal. However the players fighting can offer the intervening player resource points to fight on their side. This can be any kind of arrangement, from an upfront payment to a loan that requires a certain number of campaign turns to pay off.

A Note on Bribery:
The rules assume you must pay your debts, so you can't offer unrealistic amounts. However if you all agree, you can allow people to break their word and not pay. If a player does this, then the player owed the resource receives the difference in Campaign Actions (see below) instead.

Mercenaries – (n) Resource

Spend resource to hire mercenaries. Roll 1D6 for every resource point spent. On a 3+ you get 100 points from one allied force to add to one field army for this campaign turn only. These follow the normal ally rules.

Spy – 1 Resource

Send a spy to uncover enemy troop movements. Roll 1D6, on a 3+ you may rearrange 1D3 of your units in your next battle, after deployment but before the roll to see who goes first.

Elven Bolt Thrower
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Twilight Kin Bolt Thrower
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Assassin – 2 Resource

Send an assassin to attack an enemy leader. Roll 1D6, on a 3+ one Hero from another empire suffers 4 Melee 3+ Attacks (Crushing Strength (1) and Vicious) at the beginning of their next battle. No nerve test is required.

Saboteur – 2 Resource

on a 3+. 1D3 units chosen by your opponent are at -1 to hit for the game due to the damage done to their equipment. These cannot be the same as those waylaid in a Forward Ambush.

Ambush – 3 Resource

Spend resource to waylay enemy forces. Roll 1D6, on a 3+ 1D3 enemy units chosen by your opponent start your next battle off the table. Each unit needs to roll equal to or less than the game turn to come on, moving At the Double from their table edge.

Sappers – 2 Resource

On a 3+ your sappers have effectively damaged some of your opponent's defenses. 1D3 pieces of defense chosen by your opponent suffer 1D6 damage each (rolled separately).

Training – (n) Resource

Spend resource to put your men through intensive training. Roll 1D6 for each resource spent, on a 4+ you may increase the Experience a single unit by 1.

Raiders – 2 Resource

Send out raiders to destroy enemy holdings. Roll 1D6, on a 3+ one empire loses 1D3 resource due to your depredations. If they can't pay it all, they must take it from their controlled hexes as per wildland tribute.

Insurrection – 3 Resource

Spend resource to stir up resentment in enemy territory. Roll 1D6, on a 3+ one empire Outpost hex must fight a Wildlands force to retain control. Failure causes the hex to be lost as normal.

<u>Race Specific Resources</u>

If you wish you can include some unique resources specific to each army. Every time your army takes a hex roll 2D6. If it

is less than the total number of hexes you currently control, you have discovered one of these unique resources. You may only control one of these at any time.

If the hex is taken from you then you lose the resource and it disappears from the hex. However you may roll again for every subsequent hex you take, representing finding another source. The hex produces resources as normal and an additional bonus listed below.

Undead Balefire Catapult
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Dwarfs

Superior Ore

You uncover a vein of rare ore and forge it into potent weapons. One attack in every unit gains an additional point of crushing strength or piercing.

Elves

Sacred Glade

You rediscover a magical glade, infusing your forces with healing light. Every unit gains regeneration, albeit only rolling a single die each.

Orcs

Stone Idol

Your forces uncover an idol hewn from unnatural rock, its energies invigorating them. Roll 1D6 for each unit when you activate it, but before you issue it orders. On a 1, 2, 3 it gains that many additional inches of movement, added after multiplication.

Goblins

Madshrooms

In the darkness of a filthy cave you find potent fungi. Roll 1D6 for each unit when you activate it, but before you issue it orders. On a 5+ it gains the Nimble special rule, whilst on a 1 it counts as having failed an Utterly Spineless test.

Kingdoms of Men

Primovantor's Legacy

Ancient magical artifacts from a bygone era embolden your forces. If an enemy unit rolls one or more 1s when attacking it inflicts a single attack against itself.

Undead

Ancient Barrow

You tap into the slumbering power of an ancient barrow. Every unit rolls 1D6

when they recover a point of damage through Evil Dead. On a 4+ they recover 2 instead.

Twilight Kin

Killfrenzy

The taint of an Abyssal altar courses through your army. Every unit gains +1 attack.

Abyssal Dwarfs

Stoneblood

Your forces discover and consume stone ichor, hardening their bodies and minds. Every unit gains +1 to their Nerve Destruction limit (but not their wavering value).

If you're feeling adventurous you can allow anyone to use the racial specific resources instead.

Wildland Forces

Despite appearances, civilizations exist throughout the wildlands. These consist of small fiefs, collections of villages and warbands of petty warlords. They generally pose little threat to the large empires that encroach on their lands, but will still fight to the death to keep them.

Wildland forces are an opportunity to play games with different armies and unusual scenarios. They will almost always be outnumbered by the invading empire, but that doesn't mean they can't give the interlopers a good mauling in the

2d6 roll	Force Encountered
2-3	Abyssal Dwarves
4	Kingdoms of Men
5	Dwarfs
6	Goblins
7	Orcs
8	Undead
9	Elves
10	Kingdoms of Men
11-12	Twilight Kin

Abyssal Dwarf Lord
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process. Any other player can choose to take on the wildland forces, using their own empire army to represent them or another army they've been putting together.

Wildland armies have a few more suggested restrictions to their army composition. You can only take 1 war engine and/or monster (or hero on monster) for every 2 solid units and you can't have more large infantry/cavalry than other infantry/cavalry. You can ignore some or all of these restrictions if you want.

Celestian Paladin Knight Sketch
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You can either choose what army is encountered in the wildlands (generally based on what models the players actually have), or roll on the following table. A wildlands force is 2D6x 100 points.

Play the battle as normal, except that any units destroyed on the wildlands side has no effect on the forces of the player using them (his empire wasn't actually fighting). Victory allows you to create an outpost in the hex as normal and gives you 1D3 Resource points as spoils of war from looting the wildland army's homes.

If you lose a battle against a wildlands force they demand 1D3+1 resources in tribute and send the army packing. It retreats as normal. If you can't pay the tribute then you must dismantle your holdings to pay for it, starting with any outposts and working back.

Fighting Battles

When moving into hexes, you will be required to fight. The number of battles is dependent on the type of hex. Once you have won the required number of battles, the hex is available for you to make an outpost (see previous). This is just a guideline, you can fight as few or as many battles per hex as you wish. Outpost/Reinforced Outpost: 1 battle. Roll 1D6: 1-3 Normal, 4-6 Siege Town: 2 Battles. The first is a normal

battle, the second a siege. Capital: 3 Battles. The first is a normal battle. Two and three are both sieges (capitals are well defended). Wildlands: 1 Battle. Roll 1D6: 1-5 Normal, 6 Siege. Against another field army it will always be Normal.

If you don't have any fortification terrain, then obviously you can't play a siege. You can instead treat sieges as normal battles. You still have to fight the same number of battles though.

Allied Empires

You can choose to form alliances between two or more empires if you wish. This does not change how each player uses their resource or what they do with their resource.

However, should one allied player's capital get destroyed, they may count another allied player's capital as theirs instead. This means they don't immediately lose all their hexes. They can't form a new capital and if all remaining allied capitals are destroyed, then their empire is destroyed as well.

Experience

Every unit that was not destroyed in your army gains 1 experience. If you lost it gains 2. Elite and Vicious both become (n) values. Units that already have these rules count has having (1) already. For

"Surprise," by MDSW

each point of experience a unit has, it gains 1 point in either Elite or Vicious. You must apply them to the same rule. There is no limit on the value of (n) for each of these, but there is a point of diminishing returns (generally a unit won't survive enough to generate that much experience anyway).

If a unit is reduced in size by casualties, it drops 1D3 points of experience (you choose which rule this affects). Adding recruits doesn't increase the unit's experience though, that only happens in the crucible of war.

Towns and Outposts

These are generic settlements that you place on controlled hexes. However they

could represent everything from farming towns to mining outposts and so on. It has no effect on the game, but adds immensely to the verisimilitude of the campaign if you name your towns and outposts based on what you think their main resource might be.

The following is a table of the kinds of resources found in the types of environments most maps have.

Environment	Resources
Mountains	Mines, Masonry
Plains/Hills	Farms, Mines
Forests	Lumber, Hunting
Marshes	Peat
Lakes	Fish
Coastline	Fishing, Whale Oil
All	Recruits

For those super-duper keen, you can actually divide your hexes into these different environments and assign their resource production to one thing. Mines would be needed to keep units with arms and armor, farms to feed them and so on. This can be fun in theory, but you'll probably find yourselves bogged down in playing the resource game (even more than you already are) rather than fighting battles. For some people though that's a lot of fun in itself.

Winning the campaign

How do you win a campaign? There are many ways to go about this and it's up to the players to determine which one(s) to use.

Finite campaign length:

You may set a maximum number of campaign turns to be played, after which if a sudden victory condition hasn't been met, you compare other factors.

Sudden Victory:

Only one player has a Capital. Regardless

Twilight Kin Sorceress
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Vampire Lord on a Pegasus
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of how this occurs, if at the beginning of a campaign turn only a single player possesses a capital, they are declared the winner. Every other empire is too fractured to put up much of a defense (all their hexes effectively become wildland forces using their specific army).

Conditional Victories:
This is a list of some of the potential ways you can decide victory.

First person to (n) Resource Level:
Which ever empire reaches a specific level of wealth first is declared winner.

Alternatively, whoever has the most after (n) campaign turns is winner.

First person to (n) Hexes:
Whichever empire collects a specific number of hexes is declared winner. Alternatively, whoever has the most after (n) campaign turns is winner.

First Empire to destroy an enemy Capital:
Whichever empire destroys another empire's capital first is declared winner.

Specific Hexes:
Declare certain hexes as valuable assets (one for each empire). Whoever controls all of them is declared the winner. This could be anything from abstract points on the map, to all the coastline hexes (preventing reinforcements to your enemies), to the mountain ranges. The important part is that empires become unstoppable when they manage to take them all. Because of this, it is best if they are evenly distributed around the map, so no one empire has an advantage over the others.

The Emperors of War
When attacking a Capital, the heart of a nation is under threat. Whilst the emperor leads the defenses, garrisons and armies rush to his aid, hoping to stymie the threat.

When an enemy field army moves into a capital hex there are several things that can occur. You may move garrisons back to the capital hex by spending 1 Resource each during your campaign turn. The emperor has called in his reserve

forces to defend the capital.

As a garrison cannot move until an enemy field army has moved onto their capital hex, they won't arrive until after the first capital battle, during the first siege. Don't deploy these garrison forces during set up. Instead roll 1D6 for each garrison at the start of each of your turns. If the score is equal to or lower than the game turn, the garrison shows up on the opponent's table edge, performing an At the Double! Order measured from the edge. The garrison has force marched to their capital's aid, coming in behind the enemy force.

Field armies on capital hexes cannot rest or hold, they must always fight or retreat. Each fight occurs in consecutive campaign turns. You can move additional field armies onto the hex to join your forces, but once there they cannot rest or hold until they are either forced to retreat or claim victory.

Emperors and Warlords

During the sieges of the capital city the emperor (you effectively) of all your forces will take to the field to bolster your troops and destroy the invaders. Each army has their own emperor which they receive free in addition to any troops they already possess. The emperor only appears during the siege battles of a capital.

Inspirational:

Emperors are beacons to their men, urging them to fight to the last. Whilst an emperor is on the battlefield all his troops are considered to be affected by Inspiring. Should the emperor die, then not only will you lose this rule, but no units will be affected by the inspiring rule from then on – their fighting spirit has been broken.

All of the Emperors possess some kind of Bodyguards, represented with the special rule Bodyguard (n).

Bodyguard (n): The model n must remain within 6" of this model. If any model with this rule is still in play, the model n cannot be targeted by any attacks or damage of any kind or charged. The model n is ignored and moved aside like Decorative Terrain if the Bodyguard unit is charged. If the Bodyguard unit has been charged on at least 3 sides, the model n may be shot at, charged, and targeted as normal." ▪

Elven Lord on Battle Dragon
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Goblins:

Big Wiz and Throne

The Wiz' are the leaders of goblinkind. The most powerful of them will only take to battle when they absolutely cannot avoid it, but they will always do so in the flashiest way they can to make sure all the goblins know who's boss. Commonly this involves being carried atop the most grandiose throne they can find … strapped to the shoulder of the biggest giant they can find. No one messes with a goblin when there's 20 feet of giant between him and you. From the throne, the big wiz can use his magic sharpstick to prod his giant behind the ear, goading it into stomping his enemies. Even his own men aren't immune from this if he thinks they looked at him 'funny'.

Big Wiz

Unit Size	Spd	Me	Ra	De	At	Ne
1	5	5+	-	4+	1	9/11
Special Rules:						
Inspirational, Zap! (3)						

Throne

Unit Size	Spd	Me	Ra	De	At	Ne
1	7	4+	-	5+	2d6	16/19
Special Rules:						
Bodyguard (Big Wiz), Crushing Strength (3), Uses Giant's Speed						

Elves:

Elf Emperor and Blood Hand

Elven Emperors are protected at all times by two warrior sages, sublimely powerful fighters who take on the burden of blood shedding to save the emperor from staining his own hands. Their enchanted single edged hand and a half blades trace a deadly pattern around their bodies, deflecting incoming blows and penetrating enemy defenses. While the emperor stands impassively between them their blades dance and flicker within a hair's breadth of him, so that from a distance it appears as though he is coated in a shimmering field of silver.

Elf Emperor

Unit Size	Spd	Me	Ra	De	At	Ne
1	6	3+	-	5+	5	14/16
Special Rules:						
Crushing Strength (1), Individual, Inspirational						

2 Blood Hands

Unit Size	Spd	Me	Ra	De	At	Ne
1	6	3+	-	5+	3	11/13
Special Rules:						
Bodyguard (Elf Emperor), Crushing Strength (1), Individual						

Orcs:

Krudgelord and Kronies

When an orc krudger conquers other krudgers, his position is as secure as it can be in the brutal world of the orcs. He keeps his favorite drinking kronies around, both for someone weaker to beat up on and as a defense against any other krudger that decides he should be boss. In battle the krudgelord brings his kronies with him, surrounding himself with their muscled hides and noisome stench. As intimidating as a krudger is normally, one surrounded by his favored warriors is truly terrifying.

Krudgelord

Unit Size	Spd	Me	Ra	De	At	Ne
1	5	3+	-	5+	5	13/15
Special Rules:						
Crushing Strength (2), Individual, Inspirational						

Orc Kronies

Unit Size	Spd	Me	Ra	De	At	Ne
5	5	3+	-	5+	5	13/15
Special Rules:						
Bodyguard (Krudgelord), Crushing Strength (2), Individual						

Twilight Kin:

Twilight Emperor and Death Hand

In base mockery of their weaker kin, the Twilight emperors keep a duo of frenzied female cultists with them at all times. These provocative warriors provide the emperor with personal security, entertainment and some say unending nocturnal delights. On the battlefield their bloodlust is without equal and they savagely strike down any foolish enough to get near their lord. The Twilight Emperors enjoy the arterial artistry their concubines create, lazily ducking through the crimson arcs to leave their own deadly marks upon the foe.

Twilight Emperor

Unit Size	Spd	Me	Ra	De	At	Ne
1	6	3+	-	5+	5	14/16
Special Rules:						
Crushing Strength (1), Individual, Inspirational						

2 Death Hands

Unit Size	Spd	Me	Ra	De	At	Ne
1	6	3+	-	5+	3	11/13
Special Rules:						
Bodyguard (Twilight Emperor), Crushing Strength (1), Individual						

Abyssal Dwarves:

Overlord and Black Shields

An Overmaster becomes an Overlord only through ruthless cunning and limitless paranoia. With other would-be lords always looking for a chance to take control, Overlords rarely trust anyone to guard them, instead using slaved automata built by the iron casters. Without the need to eat or sleep and unwavering loyalty to their master, black shields are the perfect bodyguards. Their dark iron bodies are also capable of generating a powerful abyssal field, encasing their charge in impenetrable darkness, bolstering war engines and firing searing bolts at the foe.

Overlord

Unit Size	Spd	Me	Ra	De	At	Ne
1	4	3+	-	6+	5	14/16
Special Rules:						
Crushing Strength (1), Individual, Inspirational						

Black Shields

Unit Size	Spd	Me	Ra	De	At	Ne
2	4	4+	-	5+	2	11/13
Special Rules:						
Bodyguard (Overlord), Crushing Strength (1), Heal (1-War Engines only), Individual, Zap! (3)						

Kingdoms of Men:

Emperor of Men and Lifeguard

Leaders of men tend towards the theatrical when displaying their power on the battlefield. They take to the field upon ostentatiously barded pedigree warhorses, flanked by their similarly mounted lifeguard, trotting in perfect unison. Girded and armed with the finest dwarven craft money can buy they strike a fearsome aspect amidst the din of war. With the thunder of hooves they ride down the foe, trampling them beneath golden shod hooves.

Emperor

Unit Size	Spd	Me	Ra	De	At	Ne
1	9	3+	-	5+	4	13/15
Special Rules:						
Crushing Strength (1), Individual, Inspiring						

2 Lifeguards

Unit Size	Spd	Me	Ra	De	At	Ne
1	9	3+	-	5+	3	10/12
Special Rules:						
Bodyguard (Emperor), Crushing Strength (1), Individual						

Undead:

Necrolord and the Spirit Bound

Amongst the oldest of necromancers exist those on the border of life and death. They are but inches from becoming Liches, still clinging to life but drawing deeper from the spirit realm of death. Their power allows them to draw the very spirits into reality, chaining them as unliving batteries to fuel their evil sorceries. The spirit bound can energies an entire battlefield of undead, keeping them marching even as they are chopped to pieces. Only with their destruction can the necrolord's hold over his minions be broken, leaving them slowly draining of unlife.

Necrolord

Unit Size	Spd	Me	Ra	De	At	Ne
1	5	5+	-	4+	1	14/16
Special Rules:						
Dark Surge (10), Heal (5), Individual, Zap! (5)						

2 Spirit Bound

Unit Size	Spd	Me	Ra	De	At	Ne
1	5	4+	-	4+	1	-/12
Special Rules:						
Bodyguard (Necrolord), Shambling, Individual, Inspirational						

Dwarves:

Dwarf Emperor, Shield Maiden and Honor Guard

Dwarf Emperors always have two warriors by their side, their shield maiden and their honor guard. The shield maiden is often a daughter or relative and she carries the emperor's shield, representing the Emperor as shield to his people and defending him to the last. The honor guard is chosen as the finest soldier in the land and he represents the emperor's honor, absolute and unwavering. Together they are an immovable bulwark against the enemies of their people.

Dwarf Emperor

Unit Size	Spd	Me	Ra	De	At	Ne
1	4	3+	-	6+	5	14/16
Special Rules:						
Crushing Strength(1), Individual, Inspirational						

Shield Maiden and Honor Guard

Unit Size	Spd	Me	Ra	De	At	Ne
2	5	3+	-	4+	8	16/18
Special Rules:						
Bodyguard (Dwarf Emperor), Crushing Strength (1), Individual						

Please see the appendix at the back of the magazine to find printable tokens and blank maps for use with this rules supplement!

The Siege of Berhoe

by Matt I.

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My name is Isaakios Chlorus, Regent of the Diasta Estate, a grandee of the Kingdom of Serdia, and until a few days ago I felt I knew war. I don't like war, and certainly am no soldier myself, nor felt any association with those who claim to follow that blood-thirsty profession, but I felt I knew war all the same. In my twenty years as one of the most trusted advisers to Prince Niketas IV I had certainly seen enough of it. I saw my role as mostly finding a means to avoid bloodshed and mediating an amicable resolution to the petty disputes that plagued the Lords of this land. But I knew well enough that sometimes war was unavoidable, and sometimes even the preferable outcome, particularly in my Lords disputes with some of the alien races of the region. Yet for all of the battlefields and campaigns I have seen in my many years, none were like this. This is something different, something more starkly brutal than any of those experiences. This is pure, unadulterated, slaughter.

The city of Berhoe is located in the far east of the Ardovikian Plain, in the center of a wide valley that leads into the foothills of the Dragonteeth Mountains. The city owes its prominence to the steady stream of trade that plies the river Marist, which flows north into the distant Frozen Sea. The city has been in the hands of the Niketas family for over four generations now and has known only prosperity during this time, rising from merely one of many bustling townships in the region to the prime city ruling over all of them. It's security is ensured by the broad expanse of flat, rolling meadow that extends in every direction, perfect for both farming and the maneuvers of the Prince's household cavalry, and its imposing circuit of fortifications. Boasting solid stone walls, twenty feet high and three feet wide, carved from solid granite blocks transported from quarries in the Dragonteeth Mountains,

By Boris Samec

the city was a daunting proposition for any invader seeking to despoil the valley and the wealth of the Ardovikian Plain beyond. Or at least, so it's inhabitants had thought.

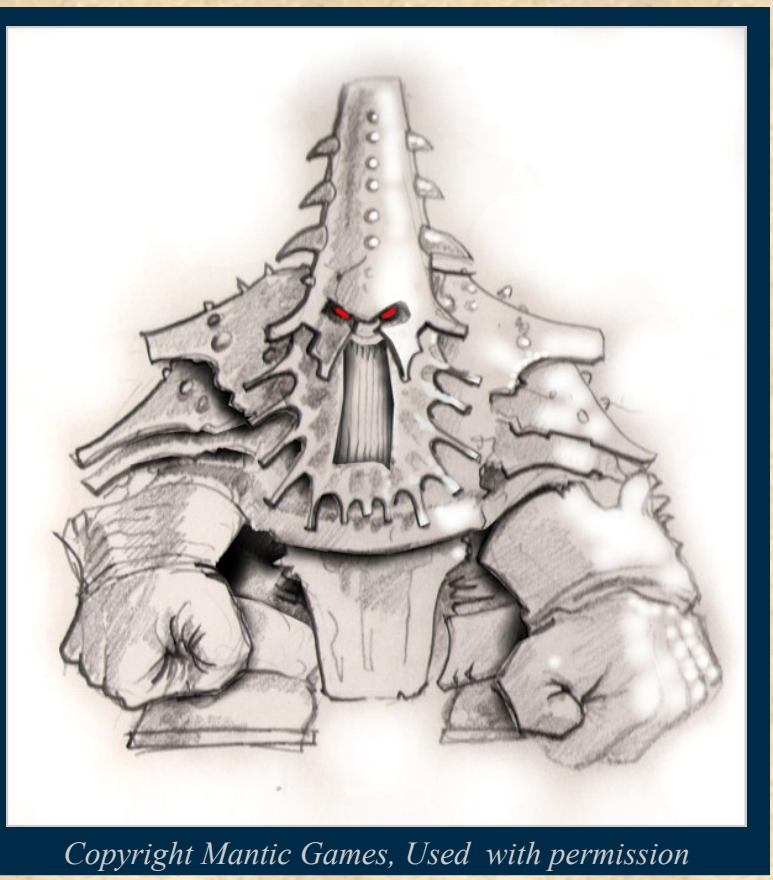
Four days previously the first alarm had been raised of an enormous war host entering the valley from the east. Report told of large numbers of demonic Dwarf kin, bearing twisted panoply of war and leading an enormous train of siege engines. A quickly assembled council decided, not unanimously it must be said, that the size of the approaching host was too large for the Prince's forces to meet head on. Instead the decision was made to send messengers to the neighboring Princes with an appeal for succor, and in the meantime prepare for a siege. Supplies of provisions were brought within the city, while those left over were put to fire. The approaches to the walls were carefully cleared, granting clean lines of sight to the defenders, and every able bodied man was immediately pressed into service. With reinforcements expected to arrive within the week, these were all the precautions made by a wise and experienced leader to best prepare the city for the short siege that was anticipated. They proved to be hopelessly futile.

The demonic Dwarf horde encamped some miles distant from the city, none could say how far exactly for they could not be decried even from the wall's highest tower. Our only contact with the besieging host was a lone Herald who approached the city early in the morning following the horde's arrival. He approached the walls and halted just beyond bow range. Little could be made of the figure other than that he was a diminutive, bulky warrior, encased in ornate, highly burnished, armor that gleamed dully in the morning light. In a guttural yet clear voice he proclaimed to speak as the Herald of King Karath Hzak, a figure of whom we had heard dire report of the worst excesses of brutality and barbarity. In terms that brooked no compromise he demanded the immediate surrender of the city into the hands of his King. He departed with the jeers of the defenders following him. A mere hour after the Herald's departure the commencement of hostilities was signaled by the combined roar of countless artillery pieces. Over two minutes later, the first

shells began to fall.

With an earsplitting whine, the missiles seemed to fall directly out of the sky, negating the impressive height of the fortifications, and they fell with an unerring accuracy, only ever a few dozen yards inside the walls circuit. The damage they wrought was seemingly out of all proportion to their size. Tight, compact, demolitions sent razor sharp shrapnel flying in all directions. What's more the shell's ejected an alarming volume of a liquid fire that thwarted all conventional attempts to douse it. The bombardment soon inflicted a horrific toll on the defender's positioned on the wall, who were entirely exposed to the devastation erupting behind them. Orders were given to evacuate the walls for the duration of the bombardment, but in many locations these orders came too late. In the face of the intense bombardment, thoughts of sallying forth to quiet the cannon were quickly abandoned and efforts instead were directed to saving as many lives as possible and stop the further spread of the flames.

The assault continued throughout the day till, near evening, all that was left within a one hundred yard corridor within the walls was a blazing ruin. The guns abruptly ceased firing, their cacophonous booming that had echoed throughout the valley suddenly evaporating. The return of the Herald was almost missed through the ashen-laden haze, but his proclamation was heard by all. It insisted upon the same terms as before; immediate and unconditional surrender to his King. None were now left upon the walls to jeer. A hastily convened council assembled to consider the demand. A few dared question the possibility of a compromise and the further exploration of terms, but these lone voices of dissent were quickly shouted down and the Herald was once again turned away. I am sure that a few more present than those who spoke up would also have welcomed a discussion of terms at this stage. I know I certainly felt that way.



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That was the last sighting of the Herald, and that was nearly two days ago now. The shelling re-commenced shortly after his departure and has continued unabated ever since. The bombardment was relentlessly methodical in its brutal efficiency and accuracy. Starting further in than before it commenced to obliterate another circuit of the town. Not a single shell fell short nor long. All fell within a short distance of each other, and they left another devastated circuit of the city nearly one hundred yards wide. The surviving inhabitants were now herded within an oppressively con-

fined area within the immediate vicinity of the cities citadel that stood proudly unscathed, surrounded on all sides by a sea of fire. The heat and noise drove the Duke's horses mad and many were cut free to avoid their crippling themselves in their mania. Some tolerated being led into the relative security of the cellars beneath the citadel, but many others broke free, and in their madness were consumed within the flames.

We do not know if the Herald will ever return, or whether we are fated to be consumed within the slowly approaching walls of flame. None now would refuse the terms offered. Surely no fate could be worse than the hell which we are now enduring. I have seen men who have fought bravely for the Prince for a decade reduced to gibbering wrecks, utterly defeated by the effort of trying to contain the flames and the burden of nervous tension brought on by the unceasing bombardment. Many now wish we had sallied forth when we had the chance, even if it would only have met with certain defeat. Death on the battlefield must surely be better than to die here, herded in like cattle. Even I can see that. Surely now no other fate remains for us. Even the closest reinforcements could not hope to arrive for another four days hence, and it would not be till a further week had passed till a concerted campaign could be launched. I give us barely 48 hours till the inevitable end comes.

I can see how some would consider this fate unfair. Brave men being annihilated by an enemy we cannot even see, let along confront. Yet this is war just as I have always known war. Victory is measured in dead bodies and broken minds, and this is as sure a way as any to defeat a foe that I have encountered in my many years. We who had once been so proud of our arms and our walls are now reduced to a cowering rabble, begging for the chance to surrender to our unseen, pitiless, foes. There is naught to do now but wait till the end arrives. I hope it comes soon.

Yours Faithfully

Isaakios Chlorus

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Making a Splash at the Table

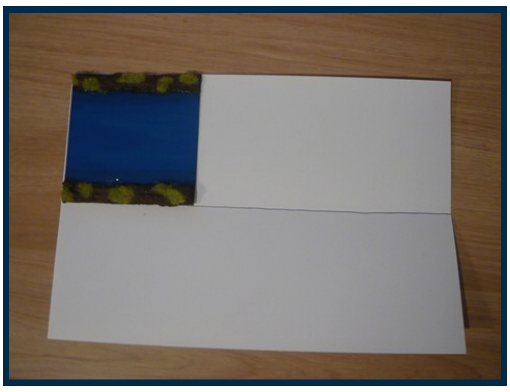
A River Terrain Tutorial
by Jack Evans

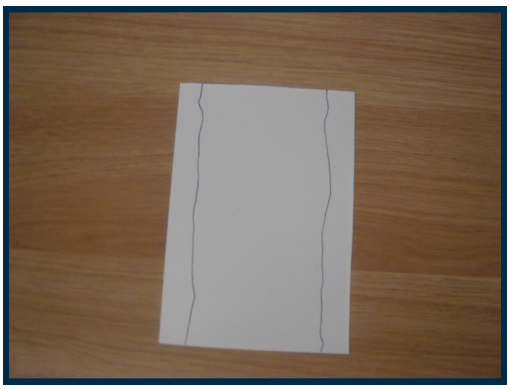
Recently, I made a gaming board for my house, so I can invite friends over and game at home. This is great, however I needed some scenery to make the board come alive. Many clubs struggle to have enough scenery, or enough interesting scenery. Whatever your reasons for making a river like mine are, I will promise you two things. It'll be cheap (about a fiver for mine), and a lot of fun.

I'm really not the greatest modeller in the world, but I made this river a few days ago, and was really pleased with the result, considering how easy it was, and how cheap it was. So, without further ado, you'll need:

- A strong work ethic
- Several sheets of 0.5mm plasticard, (You could go thicker, mine were about 50p each)
- Gap filler, Spackling filler, or Decorator's caulk (See picture, about £2-3. B&Q it, or eBay)
- Sand, PVA glue, paint, flock and brushes
- A positive attitude.

A Caulk Gun


Fold the plasticard to get the 4.5" width


Doodle out your banks to add caulk to later

It doesn't have to be perfectly smooth, as slightly rugged banks look more natural.

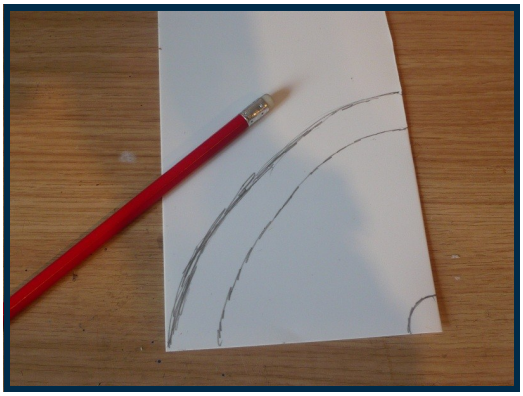
First, you'll have to decide on a size. I made my river 3" wide, and then a 3/4" bank on either side. I could lie and say this was intentional, as the river would halve movement, models travelling 6" could move from bank to bank in one turn… But I'd be lying. My plasticard comes in A4 sized sheets, and 4.5" just happens to be half the size of A4. Fold it, cut it. Simple.

After cutting your plasticard to size, mark out the banks. As I said, this is an A4 sheet, cut in half, then half again, but feel free to do whatever you want.

After this, we're going to apply a stream of filler on

The undercoated river, after applying sand.

The initial drybrushing and bank coloration



Sketching out a corner section

You can almost hear the fish!

either bank. This will raise them, and therefore make the river look recessed. After I'd piped them on (like frosting on a cake), I smoothed them out with a stick. I say smoothed, it a lot of ways I made it rougher - Just levelled off the bank to make a steady gradient. Like the picture below.

Apply sand on the banks. This is optional, but its best to texture it like your gaming board. I'm going with sand and patches of flock.

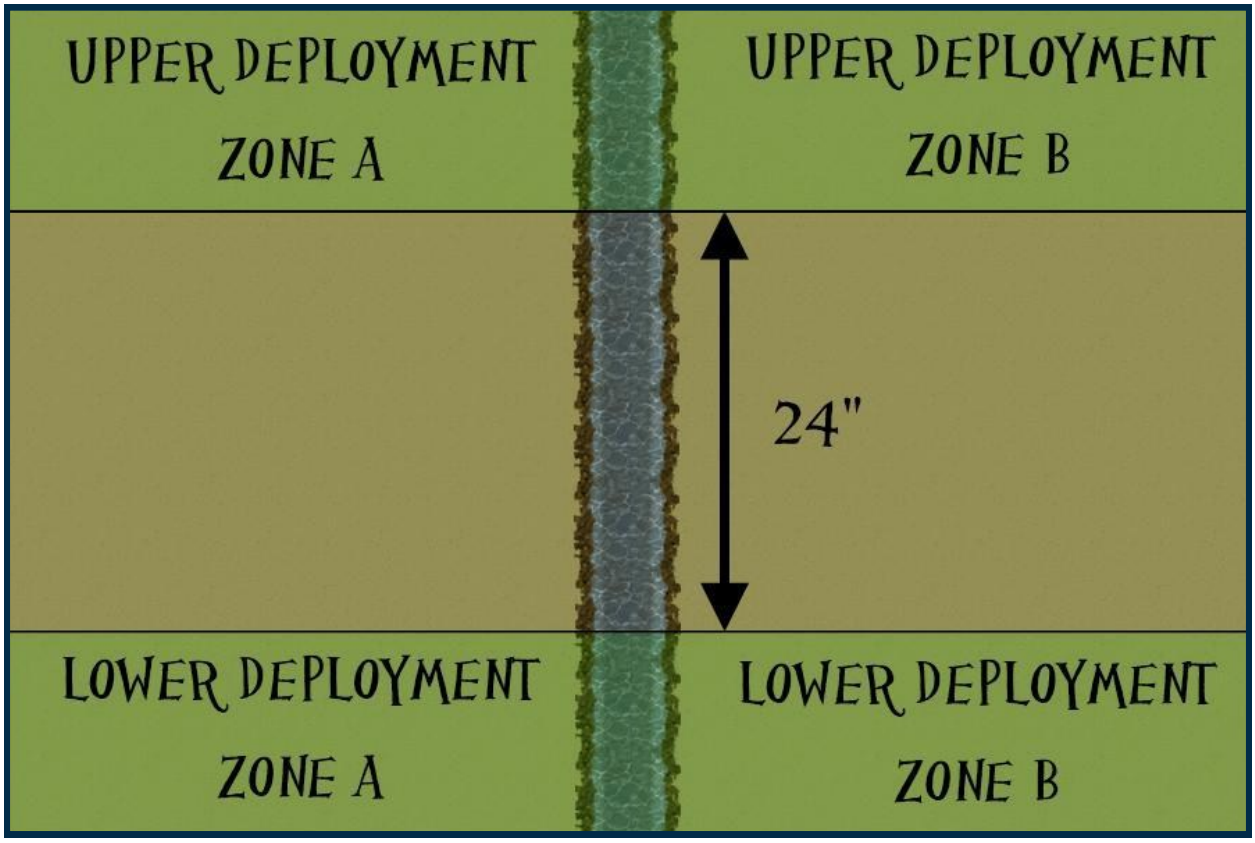
This is the assembly done, so undercoat your river.

Paint the banks to match your gaming board. I drybrushed with Vallejo *Beastly brown* (citadel bestial brown). *(Ed note: Drybrushing is a technique that that uses a paintbrush with almost all the paint wiped off and brushed lightly over the surface of the model)*

When it comes to painting the water, start with a very dark navy as a basecoat. Apply this all over, but especially to the water near the banks. Move up to a lighter colour (I went from citadel regal blue, to citadel enchanted blue) as you want the river to be lighter towards the middle. Drybrush a very light blue over the top, moving downriver, and the brushstrokes will make the river appear to be moving. After this, I gloss varnished the water, but feel free to use water effects if you have it on hand. I then flocked the banks with some cheap flock.

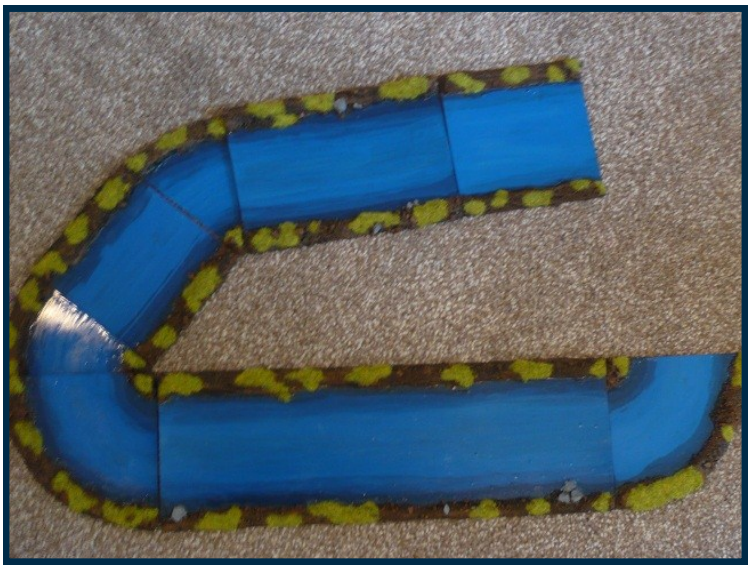
Corner pieces, bridges, and fords are really simple. Done exactly like normal pieces, but with whatever alterations.

The river section is now finished!



Deployment for the scenario "A River Runs Through It"

Pictured below are some of my finished pieces lined up to form a raging current. Now to put the brand-new river sections to good use!



A formidable obstacle for anything without Jump Packs or the ability to Fly!

Theatre of War:

A River Runs Through It

This battle is fought on a standard 6x4 board. Running through the middle is a river, or a seam of rocky outcrops, or a small forest. Whatever you use, it is impassable terrain. Deployment zones are as normal, 12" from the center of the table.

Before the battle starts, each player secretly assigns each of his units to either the right hand side of the battlefield, or the left. (Feel free to come up with better sounding names – "Kingside" and "Castleside" or even "Port" and "starboard" if you feel so nautically inclined.) Once assigned, a unit probably

will not cross, or even interfere with the other side (Unless they have fly, or a decent ranged attack) so think carefully about this choice.

The game is a standard *KILL* scenario, scoring victory points for destroying opponents units. However, during the battle, units may move off the board, through their opponent's board edge. From there, the models will ride on to destroy the opposing encampment. This has particular strategic value – So for every unit that moves off like this, the player gains *DOUBLE* the units cost in victory points. *(Example – Albert has scored 1200 points for killing units, and has a 55 point unit move off his opponent's deployment zone. His score is 1310, [1200+2x55])*

For added variation, add a small ford or bridge in the direct center of the river, allow players to switch a set number of units from right to left after seeing their opponents deployment, or create rules for holding units in reserve, which can then appear on either side of the battle.

Designers notes –

Jack: What I like about this is there is no obvious set up that's best. You could split your forces, 50/50 to ensure you don't allow your opponents to escape. You could gamble, and place a lot more on one side, hoping to run through your opponent and escape with a lot of victory points. Even letting your units escape is a tough choice - if they stayed on the board, they could continue to do damage to your opponent. Finally, will ranged weapons and warmachines become prized, or pointless?

Any and all feedback would be greatly appreciated. Let me know if you enjoyed it, or found it pointless. If you have any amazing ideas for a similar "Strategic Challenge", message me and we can work on it together. Enjoy!▪

Armored Troll Concept Sketch
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The Chronicles of Grelink

By Ryan Shaw

"Orc Roar" by MDSW

Dry and dark, the smell of leather, old straw and fetid meat, a goblins nest is a thing of beauty and perfection, built around a stick forced in to the ground, it grows with its inhabitant. The only present a goblin is ever given is said stick. The young goblin has two options, to venture in to the world cracking knee-caps or to create a "home". However, this matters not as there are plenty of sticks in the world and in a few days the goblins that deserve to live will have started building a nest, and at least beaten a badger to death. Or died trying. Goblins save a special hatred for two things, and one of them is badgers.

Any goblin with a lovely badger skin rug, cloak , cowl or flag is hoisted to the lofty halls of the bosses part of the camp, and if they last for more than an hour, join the ranks of the bosses best bruisers. This is the very first evolution of a Goblin tribe, the division between the common rabble and the black and white clad elite. Grelink, was a member of the rabble, out too find himself a badger. Hopefully a blind one looking the other way.

"Goblins save a special hatred for two things, and one of them is badgers. "

The stick was a straight piece of hazel wood, it was Grelink's, and was taller than himself, its brown speckled bark was faded and cracked at both ends from where the little goblin jumped up and down on it until it was short enough for him to swing it around without losing his breath. But the natural beauty and complexity of the sticks freckled skin, and cool, refreshing sensation of moss beneath his leathery feet meant nothing to the goblin. All he wanted was his badger. And to get out of the woods and back to his nest.

"What's a Badger even look like?" crowed a dry little voice behind Grelink, it was the voice of Bulp the only goblin, that would follow him in to the woods. Gifted with a particularly round and lumped nose ,weepy eyes and long tongue, he was use to being bullied. And was only in the woods because Grelink was very, persuasive.

"Big and ugly, they live in huge caves and make loads of noise, cause they like to throw huge rocks at'cha, there taller than the boss, have claws made out'a stone, and has one read eye, and one yellow one, one to see in the sun, the other at night."

"Then how are we s'pose to kill one?!"

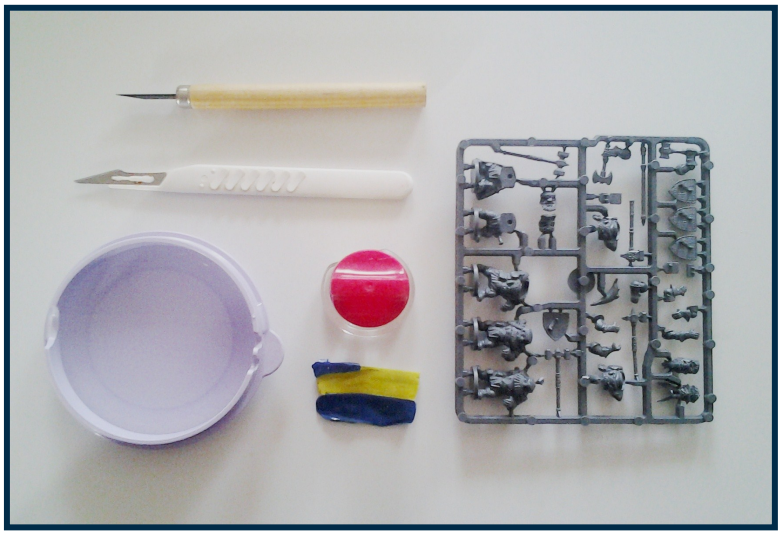
A wide smile spread across Grelink's purple lips, as he stopped and turned to face Bulp. He waited for the straggler to catch up, nose swaying like a ponderous toadstool. And clasped his hand on Bulp's shoulder.

"That's a surprise"▪

DWARVEN ENGINEERING

Converting Dwarven Rangers
By Matthäus Mieczkowski
aka "Max Jet"

As we all know, the army lists of "Kings of War" consist of quite a lot of units which do not posses their own unique kit. Sometimes this is being addressed by Mantic Games by combining different sprues into one single kit, for example the Elven Sea Guard. Most of the time however these kit do not posses any unique design characteristics. Fielding those may look a little bit cheap.



Supplies needed

Today we are going to address the Dwarven Ranger unit with a minimal work of Epoxy putty. Something you can do at home right now!

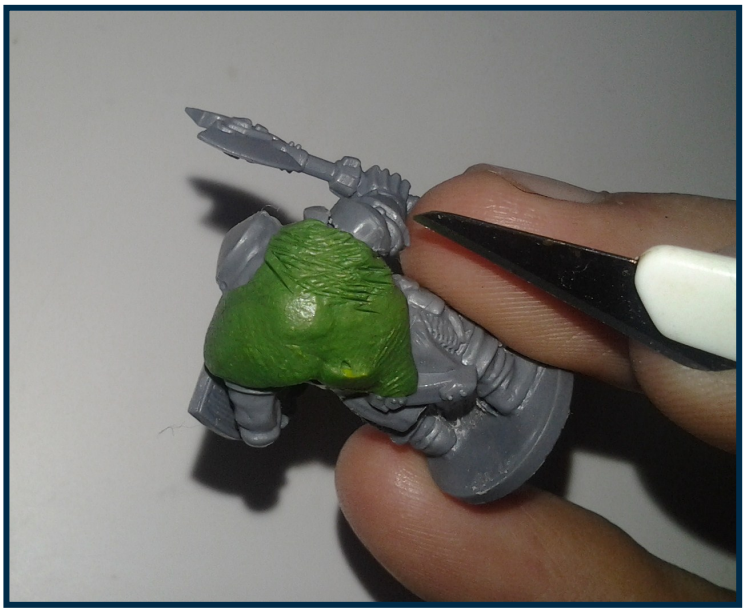
You will need your supply of Mantic Miniatures, 2 Ironclad and an 5 Ironwatch sprues should do the trick for a 20 men unit. Assemble these miniatures as you would do normally. Then take out your scalpel, some sculpting material and a small bowl of water. Dip your working tools in it, so that the sculpting material won't stick to your tools. Wash your minis in soap and let them dry.

Rolling the ball of sculpting putty

Roll a ball of sculpting putty, take a small piece and arbitrary apply it on the upper body of your miniature.

Applying the putty to the Dwarves

Next, use the sharp edge of your scalpel to apply a fur texture. Just stroke the putty without too much pressure like you would draw flowing lines. They should all move in a similar direction. The lines should be rather short.



Picking out the fur detail

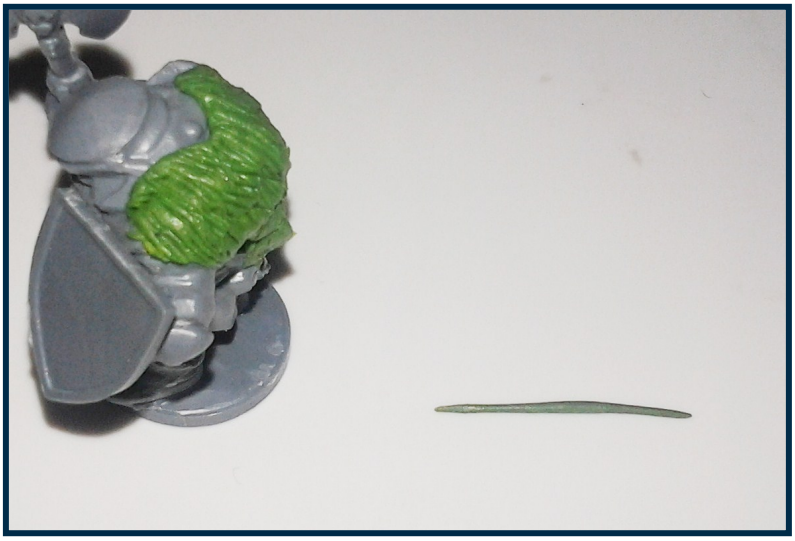
Look at the side of your putty area. You will notice an unnatural even border (highlighted in the picture in yellow). Apply a little bit more pressure and make it look like fur hair evenly laying above the armour.

The raised area before smoothing

Wonderful. We are almost finished.

The same area after smoothing

Roll a tiny ball of putty evenly out, until it looks like a thin cord. Apply it to the upper fur section so that it looks like collar of some sort. This will make the fur look more 3 dimensional.



Rolling out the thin putty cord

Repeat the steps for your entire unit and you will end with an unique and also very beautiful Dwarven Ranger unit, that looks nothing like a bunch of Ironwatch and Ironclad soldiers who just happen to run into each other and then decided to just stick along. The Dwarves will now fight with twice their efficiency!

Applying the cord collar

Kings of War Skirmishes: Rules for 500 point Special Games.

By Stuart Smith

It struck me recently during a small game of Kings of War (which actually formed the beginning of a campaign) that such small games of Kings of War are not only be quick but would also be great fun, particularly if you are short on time.

Small Skirmish games could even be used to form a small competition at a club night. For example 4 players with their 500 point forces could all play each other in a mini league (3 pts. for a win, 1 pt. for a draw and none for losing!) or a cup knockout type of system; all of which would probably fit into just one night of gaming, or as I found out, a small and quick game is great as a scene setter for a larger campaign.

Picking a Force

1: You may choose an army of not more than 500 points.

2: Your force must consist of at least 1 'solid unit' as defined by the rules for choosing forces on P.42 of the main Kings of War rulebook.

3: Your force may only have one piece of artillery as a maximum (this is supposed to be a skirmish!)

Undead Revenant Cavalry
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4: All games are to be played on a 4'x4' board, with the scenery being arranged by one player.

The other player then selects which table edge to deploy along, the other player then deploys on the opposite edge.

Duration:

Each game is 12 turns long with the possibility of an extra turn per player; at the end of the last turn, throw 1xd6, score 1,2,3: game ends, score 4,5,6: both players have an extra turn and then the game ends.

Game Scenarios:

To randomly decide upon a scenario throw 1d6 and select from the list below…

1-2: Capture and Hold:

Rival forces vie for control of a vital bridge, ford, hill, temple, etc…Throw 1d6, on a score of 1,2 = ford, 3 = bridge,

4 = crossroads, 5 = hill, 6 = temple/church/stone circle. The piece of terrain being fought over must be placed as centrally on the table as possible.

3: Flank Attack:
Each force secretly assigns at least one unit of their force as a flanking force and notes down which flank it is intended to arrive on. The main force on the table must remain larger in number of units and points than the flanking force. At the start of turn 2 players may roll to see if their flanking force arrives, needing 4+ on a D6; adding +1 to your throw each subsequent turn until they arrive.

4-5: Kill:
Deploy both forces up to 12" in and fight it out as per the scenario on p.46 of the rulebook.

6: Ambush:
Throw 1d6 for each player, highest score is deemed the ambusher. Before any deployment, the Ambusher places 3 tokens, one of which has a mark of some kind face-down, anywhere outside of the enemy Deployment area. All other units deploy up to 12" in. and after deployment (Including Vanguards), the tokens are revealed and the Ambusher places the unit so the unit covers the token, then removes the token. The game continues as per a normal Kill! scenario. ▪

Orc Gore Riders
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Raising the Dead

By Shane Baker

Mantic Games have recently released their one player battlesets as an introduction to Kings of War. Each set includes several infantry units, a mini rule book and dice. Here I will be taking a look at the Undead one player battleset. These boxes contain (almost) everything one would need to start playing Kings of War. You'll still need a tape measure and an opponent!

The front of the box is dominated by a photograph of some Zombies and a single Ghoul (it looks he's walking in between the camera and the Zombies. Cheeky!). This photograph shows off the character of these models brilliantly and serves as great inspiration for collecting an army of the Undead. Unfortunately however the Skeletons are barely visible at the back of the picture.

The front of the box

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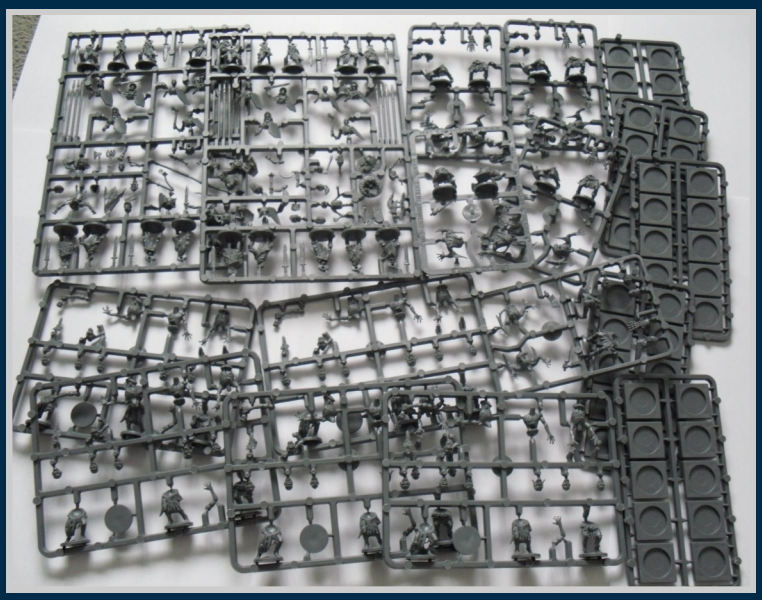
Included in the box itself are 20 Skeletons (including command group), 20 Zombies and 10 Ghouls as well the mini rule book and 5 dice.

These models give the player some solid units to start their army as well as giving an idea of the flavour and quality of the Mantic sculpts. It provides a great starting point for an Undead army.

The miniatures themselves are finely detailed and at least equal in terms of quality to other miniatures produced by other manufacturers of fantasy models.

The one area where Mantic miniatures fall slightly short is customisation. The sprues contained in the battleset have a limited number of torsos heads and legs



Look at all that plastic!

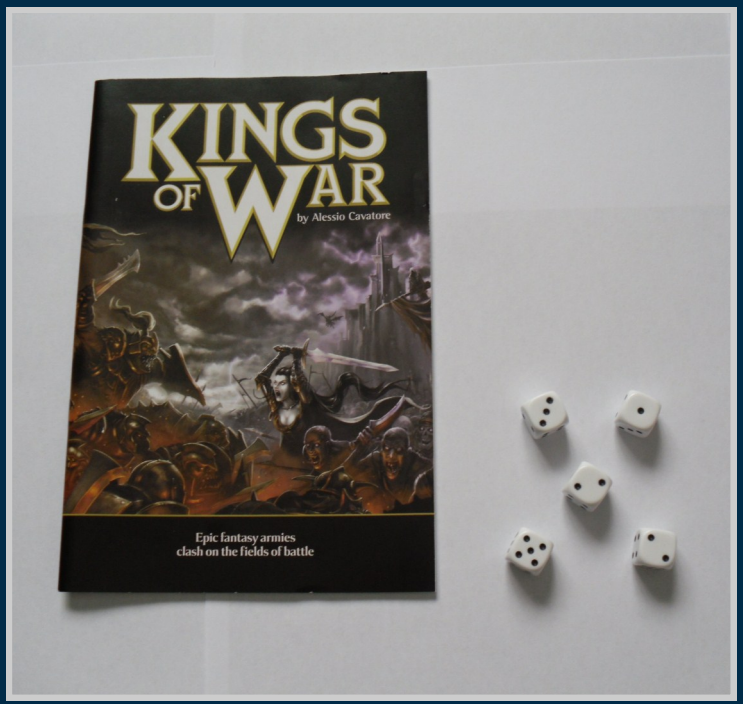
across all three kits (Zombies, Skeletons and Ghouls). This means that it will require a small amount of conversion work to create unique looking units. The customisation options offered by some other manufacturers are greater than those offered by Mantic, but this is reflected by Mantic's lower price point. Kings of War however is a game system where mass battles are the order of the day, so there is no need to have each and every model constructed uniquely.

Perhaps the most interesting aspect of the one player battlesets is the mini rule book. Inside this small full colour booklet you will find all the necessary rules and definitions required to play Kings of War.

Included at the back of the book are some pages including samples of units available for the Dwarfs, Elves, Orcs and Undead. These are not the complete army lists by any means, but they provide a good idea of the flavour of each army. This allows the player to have an idea about what they need to expand their army before buying the hard back rule book.

Overall the Undead one player battleset provides a great value starter pack for anyone wishing to start an Undead army for Kings of War. It also provides great value reinforcements to add to an existing army as well as the much more portable (when compared to the full hard back version) mini rule book.

Mantic games have put together a terrific box set which will help to capture the interest of new Kings of War players as well as providing a great value addition to existing players collections.▪



Mini rule book and dice

The Wrath of the Storm Lord

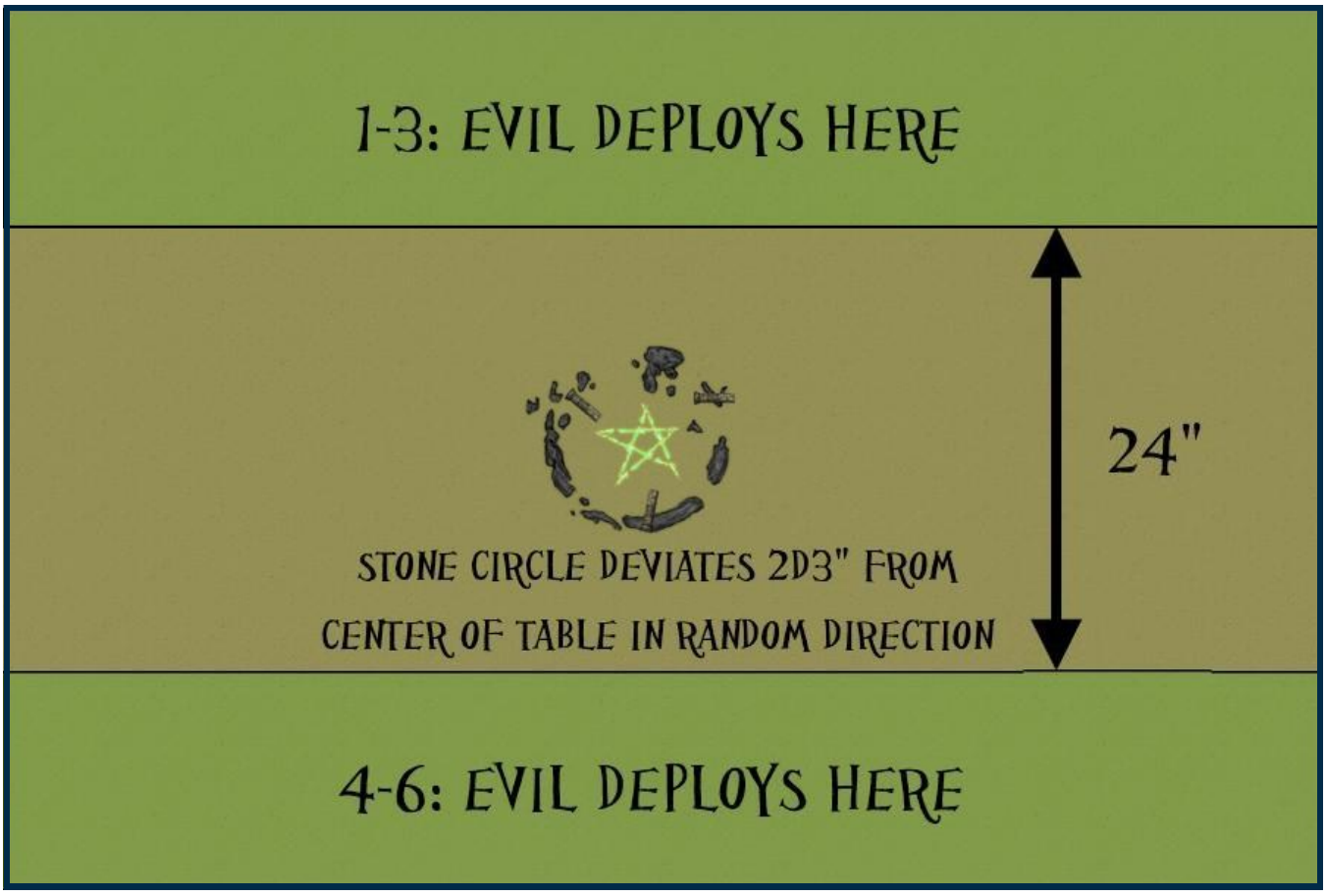
By Stuart Smith

The Wrath of the Storm Lord scenarios is a set of three linked games of Kings of War that developed from the need to add a narrative and some fun objectives to our own multi-player games. We usually have 6 players with armies of 1,000 points each around an 8'x'4 gaming table. I have however played the first scenario just as well as a two player game with 1,000 points each. As the players can vary each week I simplified the forces into the good side and the evil side which pretty much allows anyone to come along and join in.

Scenario 1: The Summoning

In the dark and blighted lands north of the Halpi Mountains evil is at work. There within an ancient stone circle the evil forces of the Abyss are hoping to summon forth the elemental force of the Storm Lord. The forces of good have quickly assembled an army to try and stop them.

Placing the terrain:
Get one player to set up the gaming board with a stone circle in the center.



Deployment for Scenario 1: The Summoning

Twilight Kin Crossbowmen
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Then throw 2xd3" and move the stone circle randomly that number of inches off center. Players then dice for table edge, 1,2,3 and the Evil player deploys on the northern edge, 4,5,6 and the Evil player deploys along the southern edge. (We also had a wood classed as Dangerous Terrain and two lava pools).

Deployment:
Deployment and who takes the first turn are decided as per usual rules, (p.47 of the rulebook).

Duration:
12 turns plus after the last turn there is the chance of an extra turn each side on the throw of a d6, 1,2,3 game ends, 4,5,6 play one more turn each.

Objective:
The evil side are trying to get any one of their magic users into the stone circle. If they get a mage inside the circle which can then spend 1 full turn doing nothing other than saying the words of the summoning then the power of the Storm Lord manifests itself in the shape of a huge blue elemental giant wielding a massive hammer, (I used a D+D miniatures Storm Giant for this).

For the stats of the giant use the stats for the giant in the Goblin Armylist p117 *(Ed: Posted below is the information for the Goblin Big Bogie, which should work if you don't have your rulebook yet!)*. Once summoned the giant elemental will act as the evil side commands, however to keep control of the giant elemental the evil mage throws 1xd6 each turn, on a score of 2-6 then all is fine and the giant elemental remains under control. If you throw a '1' then the Giant moves in a random fashion decided by throwing a direction dice and will attack anyone (good or evil) who it encounters.

Note that the evil mage who summoned the giant elemental may move and fight

Big Bogie H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	–	5+	2D6*	16/19	180

Special: *Crushing Strength (3)*
Note that Big Bogies are not *Utterly Spineless*, as that's way too complex for them.

* Roll for the number of Attacks every time you resolve a melee

Big Bogie Stats from the Goblin army list
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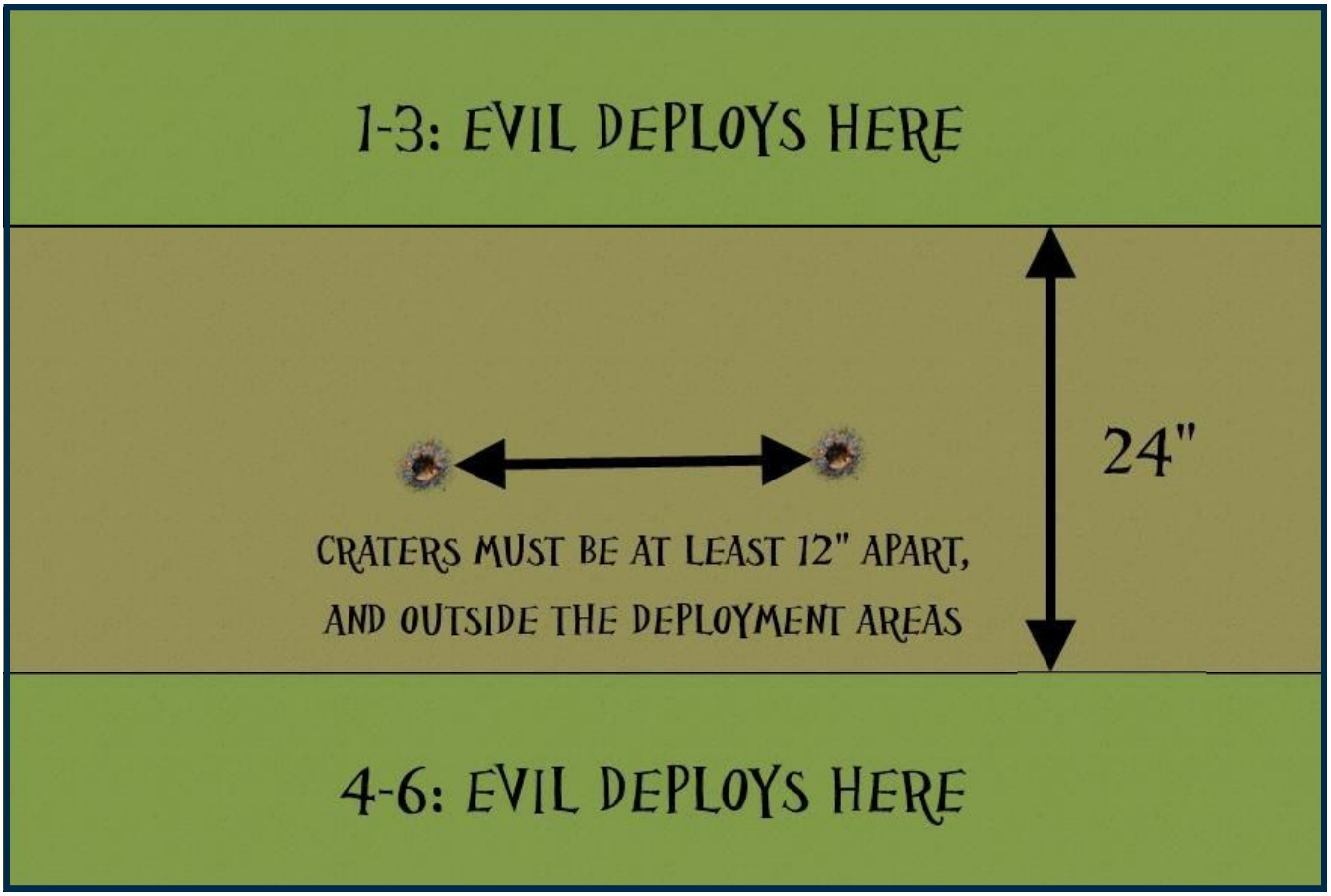
as normal once the elemental has been summoned. Also the terrain inside the stone circle is now filled with storm, thunder and lightening and becomes Dangerous Terrain to any (but the evil mage who summoned the elemental). Any unit/figures inside the stone circle or who later move into it, will be struck by lightening Me 4+, Att 5, Piercing (2) each and every time they move through, or stay in that piece of terrain.

The good side are obviously trying to stop this happening or must destroy the Elemental Giant if it is summoned.

Victory:
At the end of the game if the Storm Lord's giant elemental has been summoned and is still alive then the evil side wins. If the elemental giant was not summoned, or was and has been destroyed then the good side wins.

Scenario 2: The Wrath of the StormLord

After the attempt at summoning a giant elemental last game, the forces of evil are now all excited at the prospect of great riches. A recent huge meteor storm; interpreted by many to be a physical demonstration of the Storm Lords anger has caused two large 'sky-stones' to fall to the ground somewhere south of the abyss. These 'sky-stones are usually full of very valuable metals and precious



Deployment for Scenario 2: The Wrath of the Stormlord

Abyssal Half-Breed Lord
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stones, highly desired to forge magical weapons from. Once again the forces of good evil are gathering their armies, this time to contest possession of the craters left by the 'sky-stones'.

Placing the terrain:
Get one player to set up the gaming board with 2 craters at least 12" apart. These are to be positioned in the central portion of the board but outside the deployment/set-up area's. Players then dice for which table edge they deploy along, 1,2,3 and the Evil player will deploy on the northern edge, 4,5,6 and the Evil player will deploy along the southern edge. Up to two areas of Dangerous Terrain may also be placed on the table.

Deployment:
Deployment and who takes the first turn are decided as per usual rules. (p.47 of the rulebook).

Duration:
12 turns plus after the last turn there is the chance of an extra turn each side on the throw of a d6, 1,2,3 game ends, 4,5,6 play one more turn each.

Objective:
The aim of this game is to be in possession of the craters formed by the meteors by the end of the game.

However as play commences the Storm Lord really whips up his anger and wrath, throwing more meteors and comets down upon the area.

At the start of each individual player turn, before any movement, the player whose turn it is throws 1xd6. On a score of 2-6 then all is fine and play continues as normal. If however a '1' is thrown then a meteor hurtles to ground causing mass destruction to all that it hits.

To decide where the meteor fall's a ran-

dom landing place is diced for. Roll one die, and double it. Now, pick a direction to count as "12" like on the face of the clock. Place a counter or token to represent the meteor 5d6 inches in the direction indicated by the doubled roll.

At this point, throw 1xd6 to decide if it is a small or large meteor.

1-4= Small Meteor
This hits every unit within 2 inches of the token, and causes 3xd6 automatic hits with Crushing Strength(2)

5-6= Large Meteor
This hits every unit within 4 inches of the token, and causes 4xd6 automatic hits with Crushing Strength(3).

Note that even if only a small part of a unit is under the template it receives full damage due to the impact of the explosion etc… Any characters with the Individual special rule under the template may try and dodge being injured; throw 1d6, score 4+ and character has managed to leap/dodge out of the way.

Victory:
Victory goes to the side that controls both meteor craters at the end of the game. If both sides control either none or just one crater each then the game is a draw.

Undead Liche King
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Game 3: The Storm Lords Power Overflows…

Can the forces of Good finally overcome the evil of the Storm Lord or will his foul and despicable minions prevail and bring death and destruction to Northern Mantica?

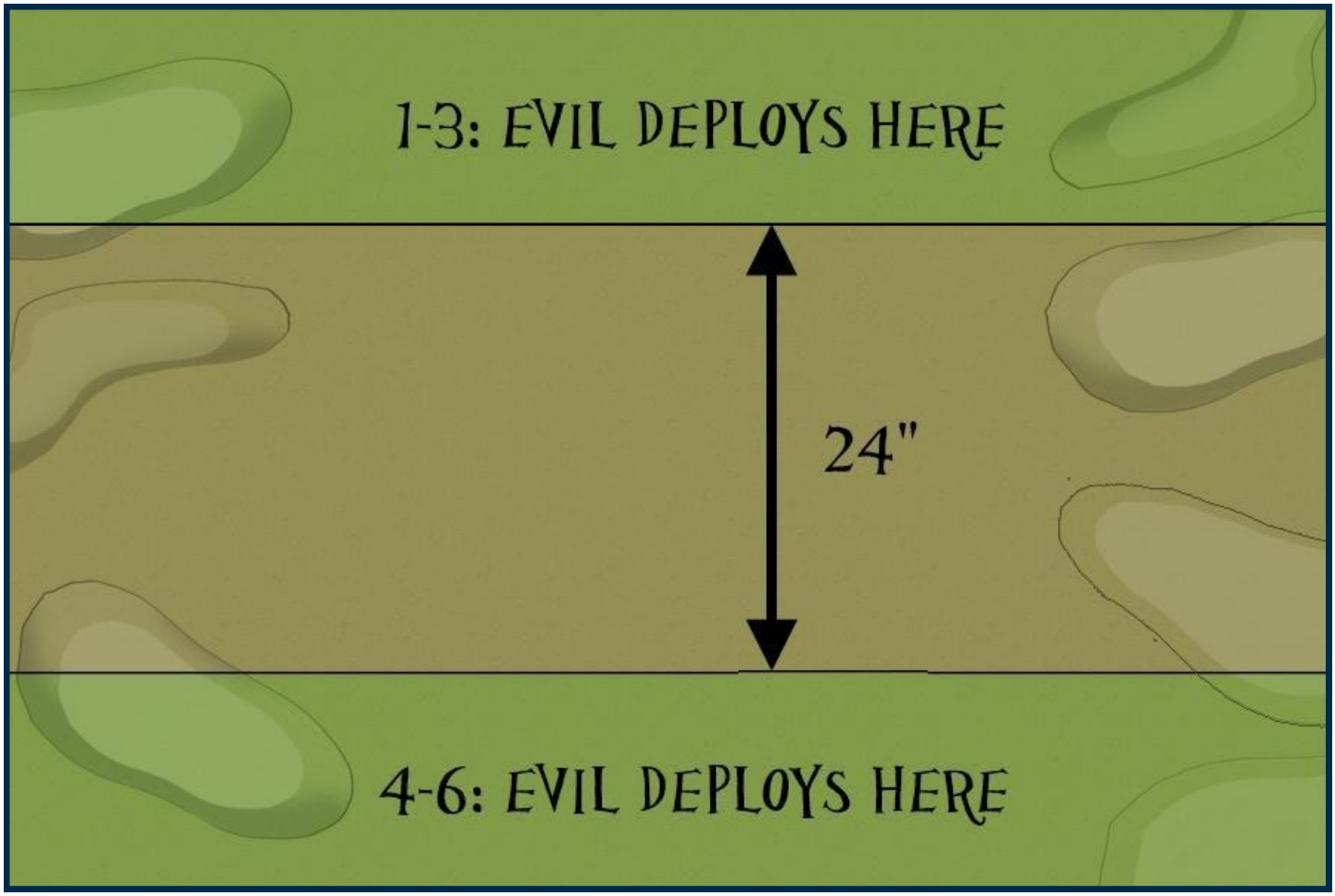
After the second battle the Evil forces withdraw northwards back towards the dark and blighted lands of Tragar. Realizing that they are being pursued they form a new and cunning battle plan. Deploying across the bottom of a steep sided valley, with thunder roaring and lightening flashing above, they sit and await

the Good Army, ready to inflict the full force of the Storm Lord upon them . This time each side is determined to kill the characters leading the opposing forces in a desperate attempt to finally thwart their plans.

Placing the terrain:
The table should be set up with lots of hills along each flank to represent the lower slopes of the higher mountains above. The center of the table should have another 2 or 3 pieces of terrain randomly placed upon it. Players then dice for which table edge they deploy along, 1,2,3 and the Evil player will deploy on the northern edge, 4,5,6 and the Evil player will deploy along the southern edge.
However before play commences the Evil side can really whip up the anger and wrath of the Storm Lord (see Objective, below)

Deployment:
Deployment and who takes the first turn are decided as per usual rules. (p.47 of the rulebook).

Duration:
12 turns plus after the last turn there is the chance of an extra turn each side on the throw of a d6, 1,2,3 game ends, 4,5,6 play one more turn each.



Deployment for Scenario 3: The Storm Lords Power Overflows

Objective:
The aim of this game is to kill as many of the opposing armies characters as you can. The Evil Side think that by destroying the Good sides characters that the forces of Good will go home and not try to further thwart their evil plans. The Good side think that by destroying the Evil characters that their army of Good will prevail and that the Evil plans will cease.

The Storm Lord's Power overflows…
The Evil forces also have a nasty surprise in store for the Good Army. After both sides have deployed, one of the evil sides Mages steps forth, a strange crystal glowing in his hands. Crying out weird incantations in a harsh, high pitched voice he turns suddenly and points the crystal at one table edge. There is a huge roar of explosion as the sides of the mountain erupt spewing forth rocks and lava. With horror both sides realize that the lava flow is heading directly for them along that flank.

Abyssal Dwarf Katsuchan Rocket Launcher
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To represent the lava flow; at the start of every Evil players turn, throw 2xd6" and this is the number of inches that the lava has flowed bringing death and destruction with it. We used a line of orange pins but a length of red/orange wool would serve just as well to mark the progress of the lava. (A canny Evil player will have noted which side he wished the lava to flow from and have deployed accordingly). Any units hit by the lava flow suffer the following damage: Me 3+, At 10, Crushing Strength 3.

However, to help the Good Player, the Mage that caused the eruption of Lava is worth double his points cost towards their victory total. Also if that particular Mage is killed then the lava flow stops, instantly and moves no further as the link with the Storm Lord's power is broken.

Victory:
After the final turn, total up the points value of all the characters that have been killed. The side that has achieved the highest score is the winner, note that the points costs for Magic Artifacts carried by characters is included in the point's total.▪

THE LAST GUARDS: DROPZONE

by Aaron Leahy—"Sardonic Wolf"

War. We were told it would make us heroes, when really they should have said martyrs. Three weeks of fighting for our survival, in this hell hole, with the constant threat of enemy bombardments. It's maddening. Yet still, we battled on, never knowing when, or if, our end would come. Fighting for the greater good against unprecedented forces, fighting until the last man. At least it we were fighting the good fight. The way we were taught.

Transmission ends…

Day 24

*Our last contact was three moons ago, since then we've lost too many good marines to the enemy onslaught. We can't hold out much longer, Sworn to protect the last city hall from the enemies that would see us become extinct. Protect the civilians they said, they were all ready dead. Still we fight on. The wounded and dead lay stricken on the cold rotting floors of this barren place. *We lost our last medic yesterday there's no hope for them, surely there's hope in here for us somewhere in here. There has to be. -Jackson. A*

Corporation Marine
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The marine regiment D- section 17 better known as the Youth Corp, notorious for rushing training and recruits into their first battles for the proper experience. They were dispatched to Plantania 3 months ago with one purpose protect the planet's last base from the veer-myn that now inhabit the planet, foul crea-

By Boris Samec

tures that live in their underground pits venturing out to bring destruction upon the great empire. Growing in numbers daily the youth corp are Planet Alpha's last hope.

<u>24 days earlier…</u>

'Approaching landing zone, prepare to disembark ETA 10 minutes' sounded out over the intercom.

Sergeant Jackson knew those 10 minutes well, he readied his equipment one final time he gripped the straps that held his frame in, bracing himself for the battle that lay ahead.

' ETA 9!'

He stared at his men, they weren't combat ready, youngsters hurried through training to feed the growing gaps in the corporations dwindling forces. They weren't men most still looked like boys some hadn't even had their first shave. Many sat hunched in anticipation of their first battle, the last for most. But this separated the men from the boys. Jackson learned that the hard way he lost all his friends back on Vermyian, he learned fast. 15 years of service and he was finally promoted to sergeant. This was his first in command.

“We can't hold out much longer, Sworn to protect the last city hall from the enemies that would see us become extinct. Protect the civilians they said, they were all ready dead. Still we fight on. “

'ETA 8!'

'ETA 7'

Jackson place his head against the head rest and ran over his orders once more in his head. Hold the city hall for 3 days and nights till the real battle begins, give the civilians time to escape and the corporation to send the Battleship Armada and it's armies that lived within. He could do that, couldn't he? The hall was well defended two entry points, he remembered that from his last trip. Over watch positions on all entry's and a bunch of recruits, Simple orders stand and shoot they couldn't be shot back at quick enough. They could manage that.

'ETA 6!'

'ETA 5!'

Jackson knew that today he could finally prove what he was made of, the true marine that he really was, with being in someone else's shadow. He was used to that stuck in the shadow of those above him never receiving the credit he deserved. Now it was his chance to bask in the glory, his glory of his first victory and the homecoming that would follow, for once he would be the Hero.

'ETA 4!''

'ETA 3!'

Jackson look at corporal Strider, he pass training with full marks the first to do so in years yet he sat there mumbling, the redness around his eyes suggested he'd been crying, Jackson remembered his first trip and the tears of fears that stained his mind again and again, thrown from battle to battle, he knew this time too well and it's effect. The lack of sleep, the nightmares that drive a solider crazy, he hadn't slept properly in years, it was the same every night unless he drunk, but he hated the stench that remained on him after.

'ETA 2!'

'ETA 1!'

Corporation Sergeant
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He closed his eyes for the final minute, he always did. He remembered home, the winding streets layer upon layer of streets and Anya, How he missed her, 3 months already he promised he'd take leave when he returned to be there for the birth of the twins, Her sweet smile, he smiled just thinking of it. He loved her, he truly did. One day they would marry for sure. He saw her turn away and he opened his eyes.

'Prepare for landing, Landing in 3,2,1!'

The blast doors opened and the light poured in, the glare blinded them all then they saw what awaited them…

TO BE CONTINUED...▪

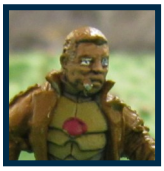
BATTLE REPORT: RAID OF VLESTRA IV

By Neil Dixon

Captain Valdim stroked his chin, looking round the vast cavern filled with fuel storage cans. Despite warnings, the Forge Fathers had not got in his way. His small Marine force had landed on Vlestra IV, and his work teams had set about mining star ship fuel for four uninterrupted months.

The Captain was becoming extremely wealthy, a thought which made him smile. His superiors would look upon his activities favourably. After all, the Tuscani Blaze are well renowned for being ruthless in their desire to become the leading suppliers of fuel. Even encroaching on the traditional domain of the Thom Forge Fathers is not too greater a

Corporation



Andy Harris

Marines Platoon	250
2 x Tactical flamers	50
Heavy Weapons Section	105
3x Light Laser Cannons	30
Veterans Section	180
Rangers section	205
2x Tactical Flamers	40
MBT-01 Pulveriser	250
2x Burst Laser	50
Commander	60
Energy Gauntlet	25
Total points	1245

Forge Fathers have thick skin so I knew that my Corporation force could match them in taking damage and that I would need to play to the Corporation's strength, firepower. I wanted to put a contingent together that could swiftly reduce armour to scrap and wipe as much of Neil's force out as quickly as possible. I decided to go for a platoon of Marines because I felt that visually they would appear a threat /distraction, and with the support of a force Commander they would not be leaving the table any time soon.

Apart from leadership, the Commander is also equipped with a single use artillery barrage that increases my tank hunting opportunities. I upgraded my heavy weapons section to deal with heavy armour and utilised a Ranger section as a vanguard and tank hunting capabilities. I decided to go with a Veterans section with a Burst laser team to mow down troops, and for my centre peace there is no other choice than a Pulveriser. This mean tank has thick armour can fire without penalty on the move and can deal with any unit. My MBT-01 is equipped with heavy laser cannon to kill tanks, and two burst lasers and a flamer to deal with infantry.

Forge Fathers

Neil Dixon

Steel Warriors Section	Tactical marines	150
Steel Warriors Section	Tactical marines	150
Steel Warriors Section	Tactical marines	150
Missile launcher		25
Forge Guard	Terminators	245
Brokkr Section	Scouts	150
Heat hammer		30
Light Drakkar	Razorback	75
Light Drakkar	Razorback	75
Fyrewirm	Predator	125
Huscarl	Captain	65
	Total points	1240

Corporation of the Tuscani Blaze had stolen the Thom Forge Father's resources for long enough, it was time to stop them! To do so I went for a balanced force. Three straight Steel Warrior Sections, with the elite Forge Guard in support. The Brokkrs added some short range fire power, and two Light Drakkars and a Fyrewirm gave some mobile muscle.

My plan was to cautiously advance the infantry squads, whilst supported by the tanks to soak up any heavy weapons fire. I decided to focus on capturing four or five of the objectives, as I did not want my force too thinly spread attempting to take all seven objectives. With any luck, I could wipe out Andy's Corporation on one half of the table, leaving the bulk of the objectives free for me to take.

I deployed more or less entirely over the left hand side of the board. I assigned each Steel Warriors Section a tank, with the view to advance on an objective. Placing the Forge Guard and Brokkrs in the centre meant for a solid middle.

risk for a faction so ambitious.

Four uninterrupted months. With another four months he calculated… His radio crackled, interrupting his thoughts.

"Enemy sighted, battle stations, we are under attack!" Came a voice. "I repeat, we are under attack!"

With the tone set, a vicious Warpath battle using the Scorched Earth scenario ensued. Andy's Corporation were to test Neil's Forge Fathers (represented by

Corporation General
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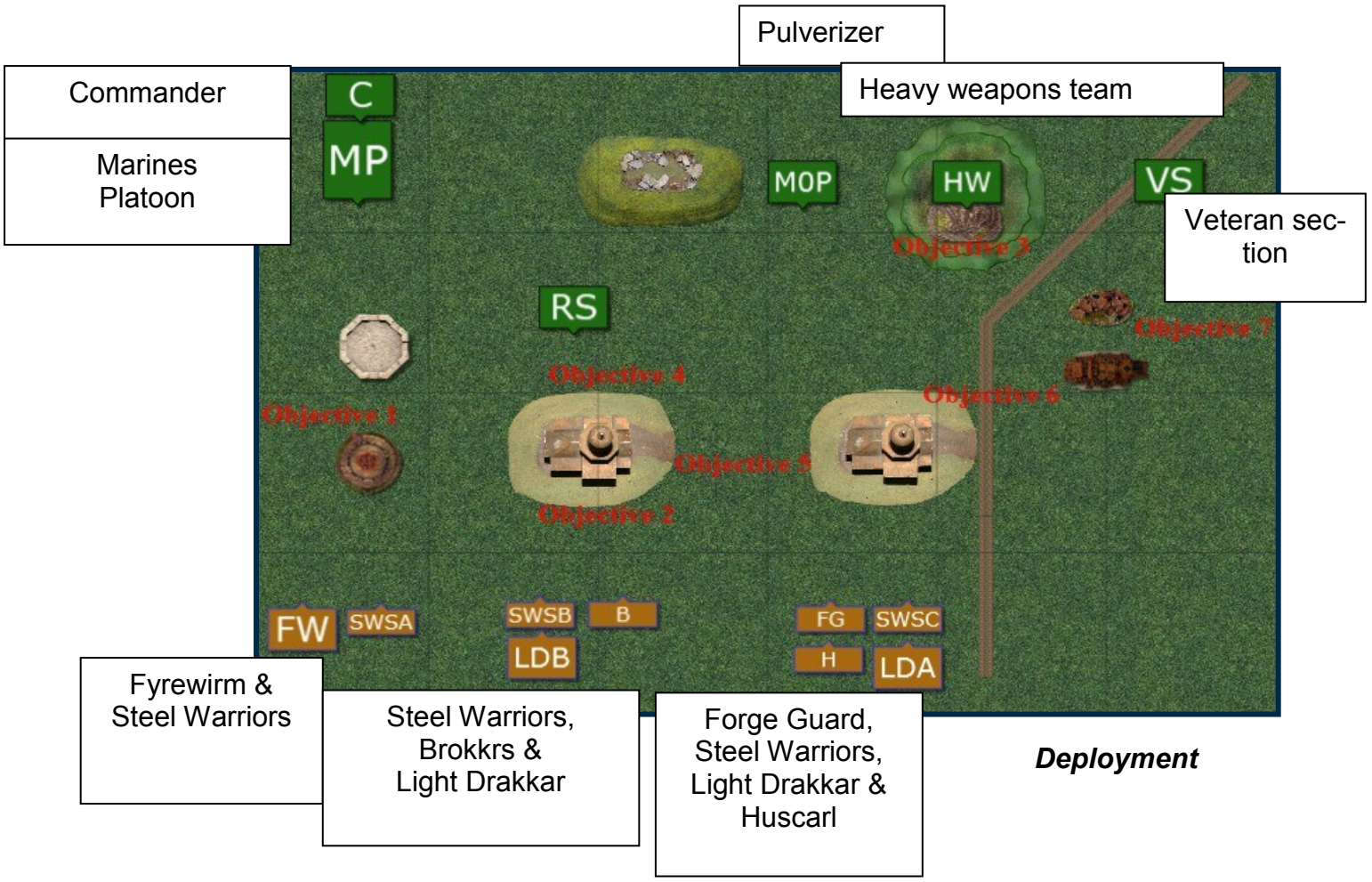
Space Marines) in a 1250pt game. Warpath Skirmishes was the rule set, released in June 2012.

Victory conditions of the scenario were to hold two more objectives than your opponent at the end of the game. Neil rolled seven objectives, giving both armies plenty of choice of what to take!

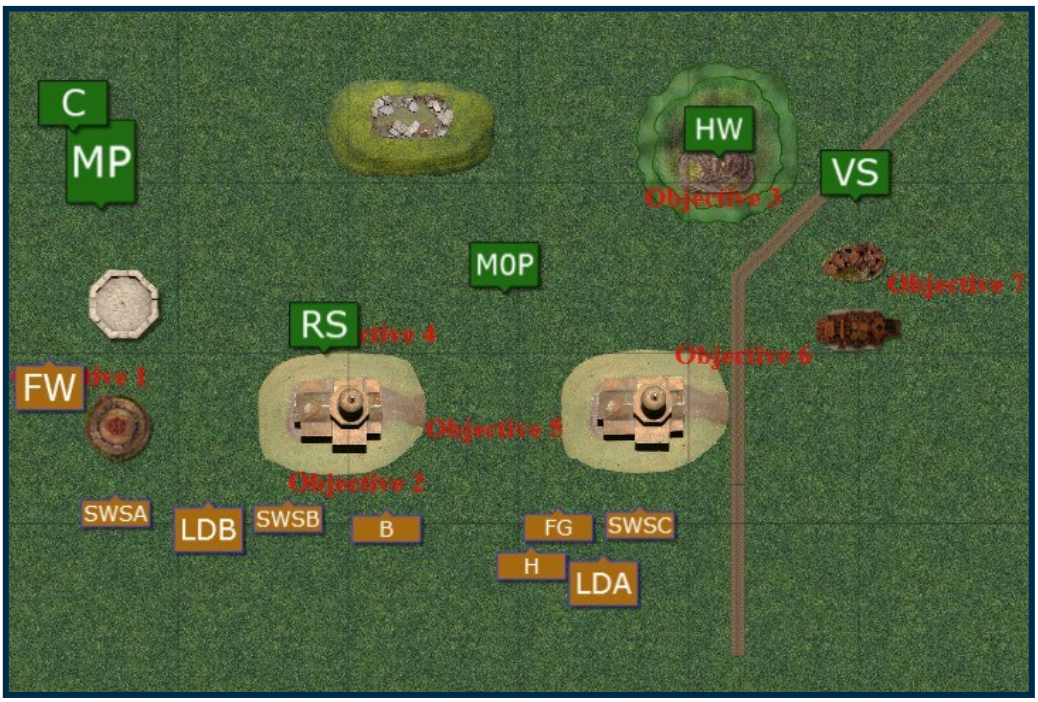
Turn 1

Forge Fathers got the first turn and advanced aggressively on the left flank. Cunningly, Neil handed control back over to Andy before he activated his last unit, the Brokkrs. Andy then still had to roll to activate his units, whereas if Neil had carried on, all of Andy's force would be able to act automatically. Most fire was out of range and ineffective, though the Fyrewirm did incinerate a trooper from the Marine Platoon with its Heat Cannon.

The Corporation followed likewise, pushing forward with their units. The Heavy



Deployment



Turn 1

Weapons Section on the hill unleashed a hail of fire and penetrated the Light Drakkar in the centre. One more penetrating hit and it could be destroyed! With the Rangers gaining extra ground due to their Infiltration, they took the Corporation's first objective.

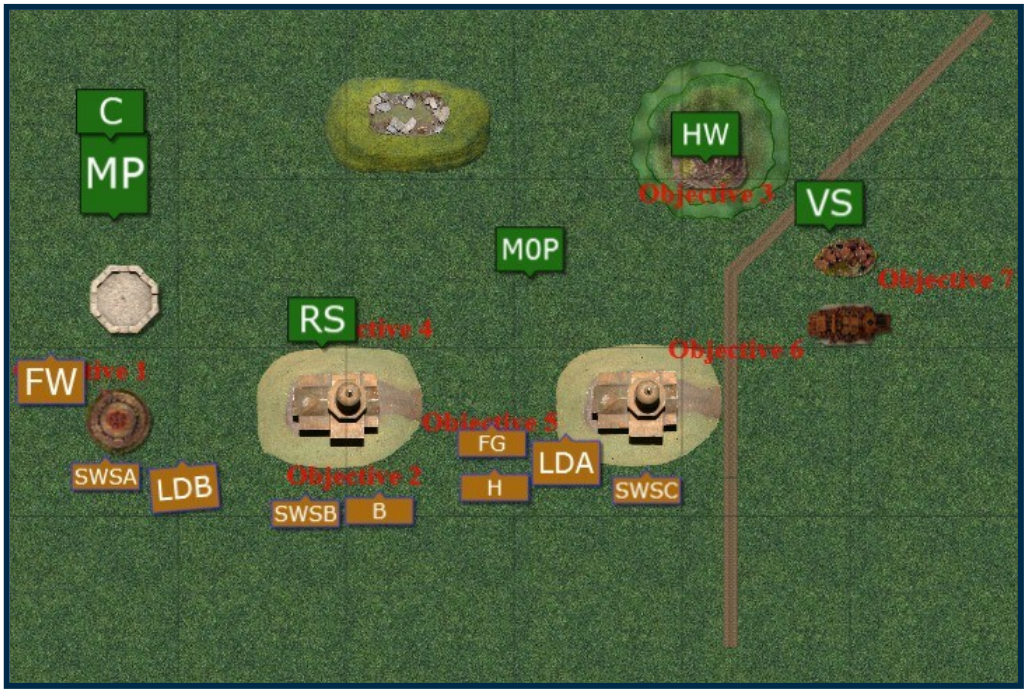
Score at end of Turn 1:
Corporation: 1
Forgefathers: 0

Turn 2

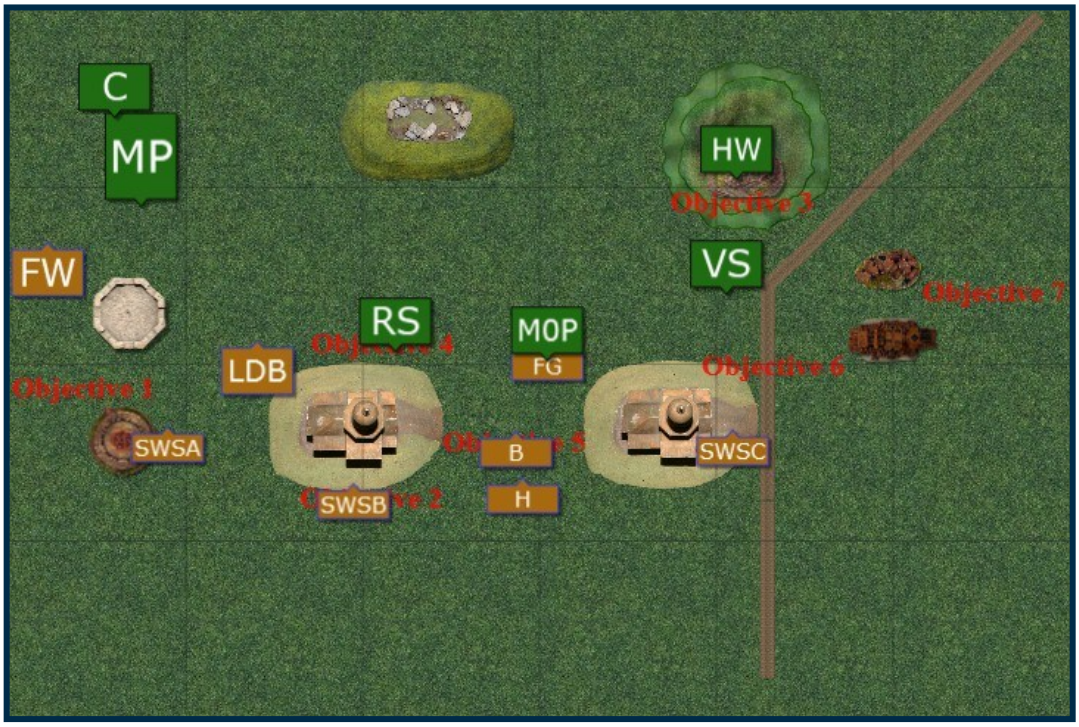
Again, the Forge Fathers advanced across the board, aiming to capture the objectives. The Fyrewirm on the left flank and the Forge Guard in the middle both grabbed an objective each. The Steel Warriors Section and Brokkrs moved up to support the centre. Shooting failed to do any damage. Most units were struggling to hit anything on 6s, having moved and still being at long range.

Corporation also advanced cautiously, their fire also fruitless. The Pulveriser and Heavy Weapons Section launched a pot-shot at the Forge Guard, with no luck. The Rangers continued to sit on one of the objectives, whilst the Veteran Section advanced on the left flank.

Score at end of Turn 2:
Corporation: 1
Forgefathers: 2



Turn 2



Turn 3

Turn 3

The threat of the MBT-01 tank was clear. It had boldly moved close to the Forge Father lines, peppering the Steel Warriors Section and Forge Guard with shots as well as destroying the Light Drakkar in the centre. The Forge Guard leapt into action, jumping in combat with the moving MBT-01. Their Hammer fists clawed at the Pulveriser's armour plates, trying to rip them apart. Only one point of damage was caused, meaning the tank still lived.

On the Corporation's right flank, the Rangers and Marines Platoon squad were both suppressed from the combined fire of the Fyrewirm and Steel Section squads in the middle. Whether this was cowardliness, or whether it was

The Forge Guard try to rip the MBT-01 to shreds…

…And promptly get ran over and wiped out to a man in the process.

luck on behalf of Neil's high dice rolling for nerve depends on which side you are on! Being suppressed did severely hamper both squad's effectiveness as they would both find it difficult to activate in the Corporation's turn. The Rangers were especially taking a hammering, with the objectives in the middle being hotly fought over.

Due to the small forces available, the Fyrewirm had relinquished its objectives to get better kill shots, but the Steel Warriors had advanced on an objective in the middle and the Rangers still held on to their objective.

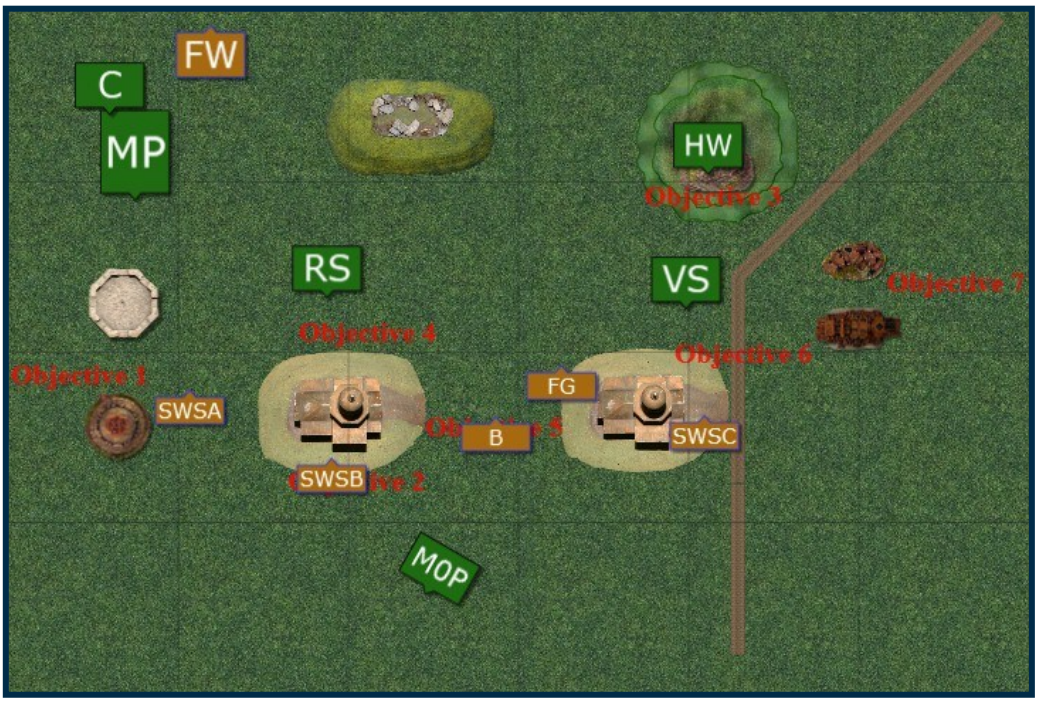
Score at end of Turn 3:
Corporation: 1
Forgefathers: 1

The Rangers and their magnetic charges make short work of the Light Drakkar

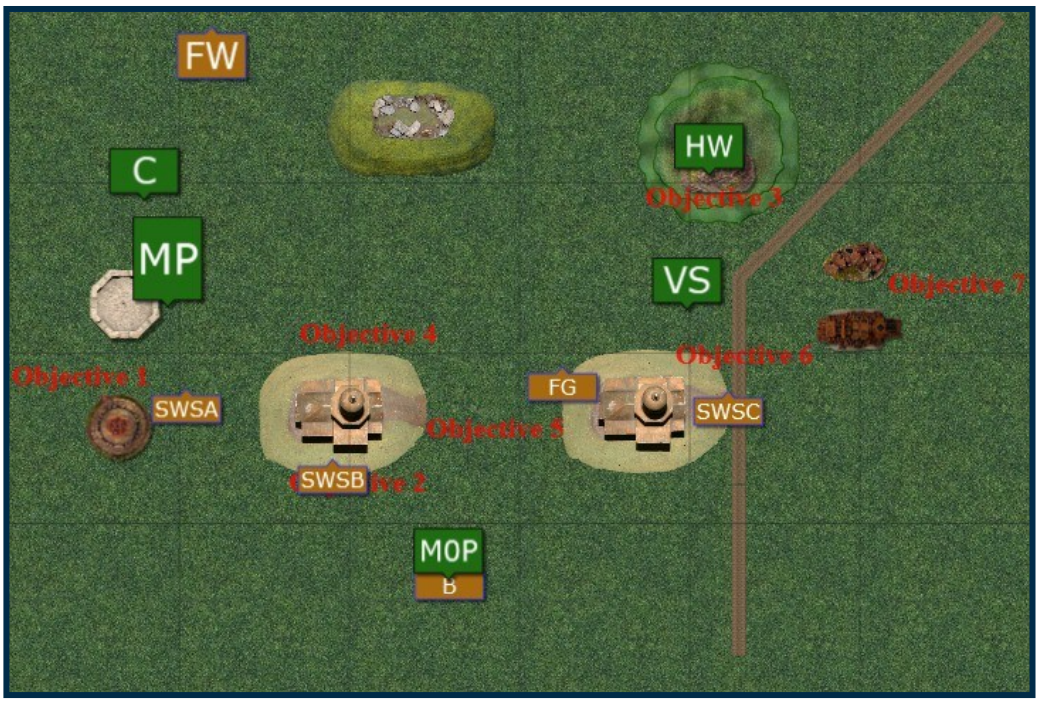
Turn 4

Initiative played an important part this turn, as Andy got the upper hand. Choosing to activate his MTB-01 first, the Forge Guard promptly got crushed under its tracks. They were wiped out to a Space Dwarf! If that was not enough the Huscarl also died under the hull of the metal behemoth. The final Forge Guard, glad for his life, promptly ran into cover. Perhaps there was still a role for him yet.

The MBT-01 was proving troublesome, with missile launcher shots from the



Turn 4



Turn 5

Turn 5

With the MTB-01 fully integrated into Forge Father lines, the Brokkrs took it upon themselves to charge, hoping the Heat Hammer of the squad leader would be enough cause damage. The Forge Fathers had literally thrown everything they had at the tank, and it still lived.

right hand Steel Warriors Section bouncing off its thick armour.

On the Andy's right flank, the Corporation had taken lessons in tank hunting, as the Rangers blew the Light Drakkar to smithereens with their magnetic charges.

The Fyrewirm decided to copy its nemesis, the MBT-01 and destroy the Marines Platoon beneath its tracks. The four casualties failed to make an impact on the large squad, and the Marines soldiered on.

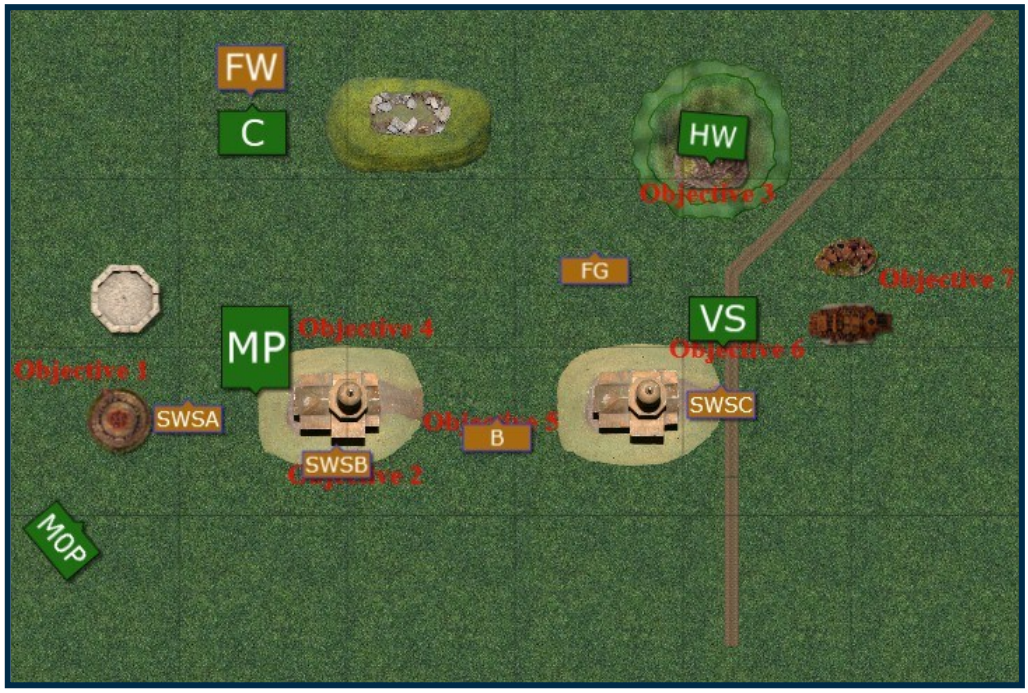
Score at end of Turn 4:
Corporation: 2
Forgefathers: 2

For the first time, a unit had failed to activate. It was the Fyrewirm, trying to gradually chip away at the Marine Platoon.

The Rangers bit the dust, having taken

Taking revenge for the dead Rangers, the Marine Platoon roasts the Steel Warriors Section with their flame units.

combined fire from the two Steel Warriors Sections in the centre. The Corporation took revenge as the MBT-01 moved away from the Brokkrs and returned fire to the very same Steel Warriors Sections with support from the Heavy Weapons Section. Despite suffering casualties, the Steel Warriors held firm.



Turn 6

Score at end of Turn 5:
Corporation: 1
Forgefathers: 1

Turn 6

Up close and personal, the Marine Platoon launched a gush of flame from their tactical flame units. With ten shots from each flame unit, the two Steel Warrior Sections in the centre were burnt to a crisp, with a single model left in each squad! The Forge Fathers now had three squads of a single man, including the Forge Guard, but the nerve test again failed to make an impact. Forge Fathers are certainly tough to shift.

With that, the Forge Fathers moved each of the single Steel Warriors towards the objectives, hoping to contest or capture.

Forgefather Huscarl
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At the end of turn 6, another turn is played on a 4+. The roll was a 2 and the game ended.

Final score at end of Turn 6:
Corporation: 1
Forgefathers: 2

Conclusion

By Boris Samec

Forge Fathers

Neil: That was close. I managed to hang in there, but another turn and my three single man units would have had it. This would have meant I was left with just the objective captured by the Brokkrs. I thought my army selection was fine, but I made some serious errors in deployment.

I put the Fyrewirm, my hardest unit on the extreme flank. This was a mistake as it ended up against infantry, which was not suited to its task of hunting opposing tanks. I should have put replaced the tank with the Brokkrs in the middle, supporting the Forge Guard. The Brokkrs would have boosted the body count on the left flank and ensured the objectives were taken in that area. The Brokkrs were slightly wasted in the middle as their short ranged weapons meant they did not get to shoot. The Forge Guard tried their best against the Pulveriser. Having a squad with decent close combat punch is essential to maintain a balanced army, but they did die too easily in the end. Man those tanks are tough, surviving five Heat Hammer attacks is an impressive feat!

Corporation

Andy: If this was a kill mission I would be very happy with only losing one unit throughout the game. However although there was little of the Forge Fathers remaining, Neil was playing a different game. He had most of the objectives covered or contested by the end. My tac-

tic was to wipe his force out and then claim two of the objectives to win. My outstanding performer was the MBT-01 Pulverizer which managed to inflict casualty after casualty. I was a little disappointed with the Rangers which did not manage to shoot before becoming suppressed, although they did redeem themselves by destroying a Light Drakkar. ▪

Forgefather Stormrage Veterans
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Asset Procurement

by Michael Grey

PART 1

Klaxons blared, invading every section of the ship with a volume of almost physical force. Spinning strobe lights accompanied the clamor; a constantly rotating bar of orange washing every surface, and ensuring everyone onboard knew this was no drill.

Lieutenant Klein stalked down the loading ramp, passed the long line of marines. Their body amour's hard lines reflected the caustic light as they snaked forward to collect their rifles. To Klein, it was as if some monstrously armored reptile was making its way to the hangar. *Not entirely inappropriate,* he thought.

The ceiling reared above as he emerged from the confined corridor and into the hangar. The ship's bay stretched the length of *Andromeda Star.* Rows of interceptors rolled out in either direction, hornets ready for when the nest was disturbed.

And if *'disturbed'* could ever be applied to a Corporation heavy cruiser, this would be it. Activity boiled around Klein as flight engineers primed the 'cepters, pilots downloaded attack plans and marines formed into teams.

He passed his own squad as he walked to the command platform. Pride rose when he saw they were among the first ready as Sergeant Haskomb ran them through their final checklist. Klein caught his eye as he passed and received the curtest of nods in return.

Better than nothing, he thought, and mounted the platform.

"Sub-Lieutenant, glad you could join us," Commander Zaman Kamry said, interrupting whatever he was saying to Lieutenants Garcia, Kahn and Wehnn.

"Apologies, Commander. It's the dichotomy of rank; furthest bunk from the bridge, but I'm thankful for the exercise."

Garcia and Kahn smiled at the joke but

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Kamry's expression hardened. His demeanor matched the ironed naval jacket and starched high collar precisely. "This is no time for humor, Sub-Lieutenant."

"Zaman, let the boy go." Klein had not seen Captain Winters. He stood away from the central table, staring into banks of monitors rolling with data. His fatigues disrupted his outline, blending him into what shadows the screens allowed. Klein felt a measure of relief to see they worked, only for that relief to whither as Winters turned. The Captain's usually congenial face was porcelain pale.

"Now we're all here, perhaps you can tell them everything you know," said Winters, coming to the table.

For a moment it looked as if Kamry would say something in return. Instead decades of naval training came to the fore, although the sour look on his face went nowhere. He turned a dial on the table and a deep green 3-D projection of the local system sprung up between them.

The *Andromeda's* position, lost amid the gulf of stars, was represented by the pulsing orange coda of SLA Industries, spinning sedately as if it were just another moon. Klein recognized the closest planet, Declan Six; a hydrogen-heavy gas giant with a lone silvery ring. Declan Six occupied most of the projection, with Declan Five, their destination, hovering innocently at the table's periphery. A ghostly thread linked Declan Five to the Andromeda.

"As you can see we are still on course for D-Five. SLA's contract on the planet still stands and will be acted upon. But four hours ago the navi-com picked up trace signals from D-Six."

Kamry pushed another button and a revolving net sprung up on the projection, from the *Andromeda* towards the gas giant.

"Moon?" asked Garcia with a raised eyebrow.

Kamry shook his head. "That's what it was logged as initially, but it didn't match any of the recorded moons' orbits. The navi-com sat on it for another two hours, tracking and monitoring. It raised the alarm when we came into scan range." He held up his tablet and flicked the screen. *"Uneven, asymmetrical object. Albedo of 0.17%. 18% raw mineral of varying nature, 78% refined ore in perpendicular layers, forming levels airtight to vacuum."*

Corporation Heavy Weapon Team
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Klein and the other Lieutenants turned their attention to the projection, focusing on Declan Six. "A ship," breathed Wehnn.

"What was once one, certainly," said Kamry. He pressed another button and a second icon illuminated over the table. This one, like the *Andromeda,* displayed by an icon holding seemingly still over the planet.

"Further scans could not identify the vessel's origin. It's not on our or any other corporation's list of ship templates. The closest likeness is the Asterians, but if it is it's not one we've encountered before. But what data has been returned is telling us it's old. Very old. It's been in space long enough to be caught against several meteors. That would be the 18% raw mineral, but somehow the strikes fused to the hull rather than destroy it."

"So it's a salvage op," said Garcia.

"Further scans could not identify the vessel's origin. It's not on our or any other corporation's list of ship templates. The closest likeness is the Asterians, but if it is it's not one we've encountered before."

"Not quite," said Winters. He leaned in and pushed a button on Kamry's control panel. Another bowed trail lead from Declan Five, this time away from the planet, taking it near the gas giant's gravity well. "Commander?" said Winters.

Kamry's expression at being interrupted was thunderous yet controlled. "This is the route of Corporation Planetary Mapper designation ASX609. That was the

exploration vessel which mapped and logged the Declan system. It recorded D-Five's Asset Level as 'Exploitable' before leaving to go out-system, logging this as their intended route," he indicated the crescent path.

"However, all signals ended as they neared D-Six. It was assumed the planet had some unusual makeup, such as an unusually high magnetized iron core, or inner tectonic activity releasing bursts of gamma radiation; something which would cause ASX609 to fall into the gravity well. The incident was recorded and was marked to investigate. Once colonization had begun, obviously. However, when the time and position of ASX609's route are calculated to that of the new contact..." he tapped a series of buttons on the panel.

"ASX609 followed its inexorable path, while the contact bore down on it from above. Once the two met, ASX609 winked out of existence, and the contact continued on its route."

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A tiny representation of a Corporation Mapper ship emerged from Declan Five and began a steady loop along the plotted course. At the same time the icon representing the contact reversed its spin and began to backtrack, following D-Six's curvature.

Klein's eyes went back to the Mapper. At regular intervals an orange box would appear above it, displaying flashes of data; speed, course, engine metrics. He looked between it and the contact again, and knew what would happen before the little theatre before him could play out.

ASX609 followed its inexorable path, passing into what would have been Declan Six's shadow while the contact bore

down on it from above. Once the two met, ASX609 winked out of existence, and the contact continued on its route.

"What happened?" said Klein.

"That is what we're going to find out, Lieutenant," said Winters. "Could have been they simply collided with an object they didn't see. Could be something else."

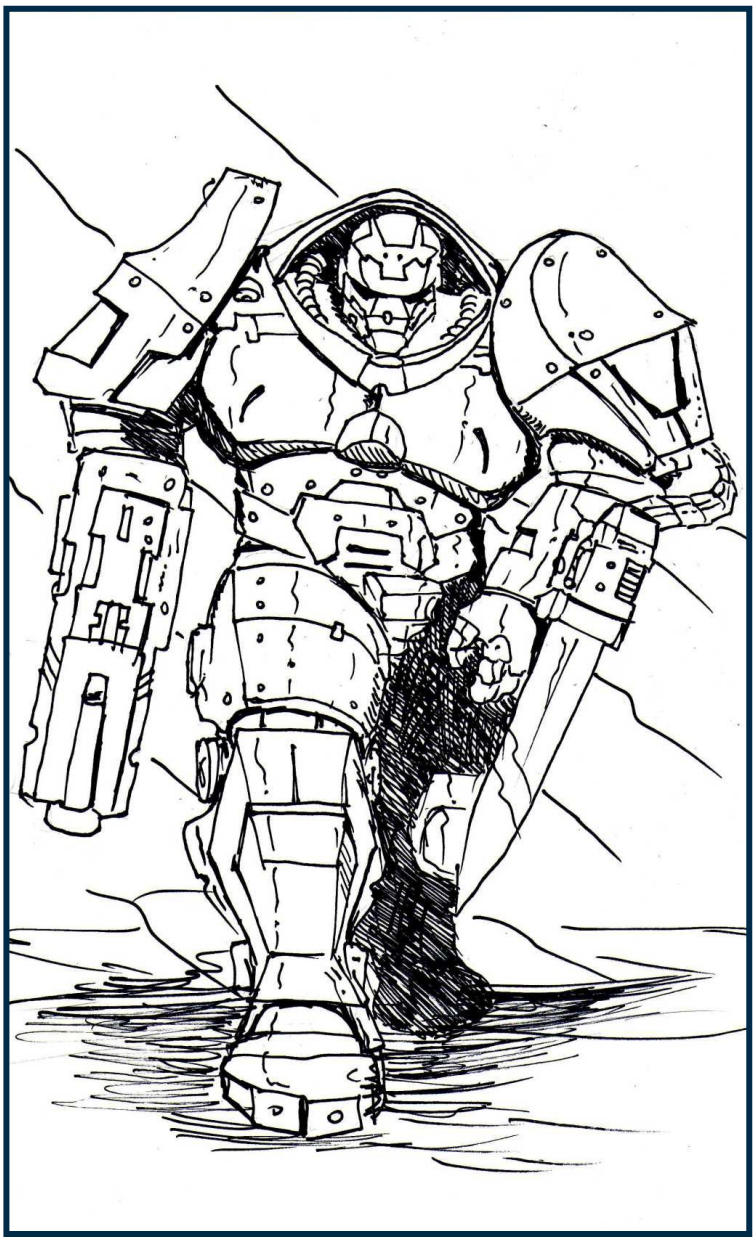
He shifted his stance, feet apart, hands crossed at his lower back. "That's all the intel we have. Teams Alpha through Theta will board at alternating levels with the Can Openers, and be aware the superstructure is made of some kind of dense alloy, so we'll be out of radio contact with the *Andromeda.* Sweep and find, people. Any questions?"

"Which one is our pod?"

They all turned. Kaige had mounted the command platform with his usual silence, prompting the same from everyone else.

Klein felt himself tense involuntarily. All the Enforcers had that affect on him, but none more so than their leader, and the way Garcia's hand flexed near his pistol it was obviously not only him.

They had arrived the morning of their departure. No warning, no explanation. None necessary really, Klein thought. Kaige had walked into their final prep meeting, announcing himself without expanding on the tag. If it was a name or rank Klein didn't know.



"They had arrived the morning of their departure. No warning, no explanation.. None necessary really" by Boris Samec

"I didn't think you'd be joining us after you didn't answer the alarm, Kaige," said Winters, loading his words with deference.

Enforcer Strike Team
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The Enforcer turned his face to Winters, inclining it through the eight inches height difference. "We make our own preparations, Captain."

"With all due respect, Kaige, this appears to be nothing more than a recon mission. I wouldn't have thought your men would be interested."

"You do not need our reasons, Captain. We will board at the foremost of the vessel. Our coordinates have been uploaded to your systems."

And with that, he left, and Klein felt himself relax.

"No one said the robots'd be coming, Lieutenant."

"Lawson you will not speak to an officer unless spoken to. Goddamnit son, do I have punch that information into you?"

Robots? Is that what the men have taken to calling them? Understandable, thought Klein. "It's all right, Sergeant, questions are permitted." He leaned forward as much as the pod's restraints would allow.

"We didn't know ourselves until we left. You all know how the Enforcer's work; if they decided they were coming along, nothing would have stopped them. Not even your fearsome reputation, Lawson." That got a laugh. "But it's a big ship and there's only five teams, plus them. Chances are you won't even see them on board. If you do, be smart and stay out of their way, okay?"

The squad said nothing to that. They were Corp Marines, and damn good ones. They had pride, and being reminded they weren't the best rankled. The Enforcers had been assigned their own deck of the *Andromeda,* and since departure Klein had barely seen the black-armored soldiers. When he had it was mainly in the gym block, where the marines kept their bodies and skills sharp. They would enter, all of them, as far as he knew, although he never saw

more than eight, and everyone else knew it was time to leave.

The first time Klein saw a younger marine do what could have been the biggest mistake of his life. He had just arrived, and didn't like having to leave straight away. He shouted at the nearest Enforcer, mere feet from his faceplate, using insults from half a dozen different planets.

"The Enforcer had done nothing. Just stand there, face plate turned in the marine's direction, looking to Klein how someone else would regard an angry insect."

The Enforcer had done nothing. Just stand there, face plate turned in the marine's direction, looking to Klein how someone else would regard an angry insect.

Whatever would have happened to the marine was averted when his sergeant hauled him away, still yelling, out from the room.

That left Klein, and the Enforcer turned to him. Klein didn't want to leave either but he knew futility when he saw it, so packed his bag and headed for the door. He stopped at the Enforcer, however, and ripped off a parade ground salute which would have brought tears to his old drill sergeant.

Before he left the Enforcer tilted his head a fraction, and Klein left feeling lucky on more than one count.

He leaned back, wedging his shoulders between Haskomb and the wall. The Incisor Mk 4 Full Insertion Craft was roomier than the old Mk 3s, but only barely so. A squad of ten would have to be very comfortable with another man's sweat before even a short journey was made.

They were already on their way to the contact, having been fired from the *Andromeda* like bullets. Klein was not looking forward to the landing. The *Incisor* was deigned to puncture a ship, sealing

Enforcer Suppression Team
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off the hole with quick hardening gel, securing atmospheric integrity in a boarding action, before the pointed lead end opened like a flower. Although in this case a flower whose petals could exert fourteen tons of force per square inch. And in typical marine fashion the image of a flowering bud was passed over in favor of *Can Openers* for a nick name.

He had been on two such insertions before. Neither was pleasant. It was rough and dangerous, with a thousand things which could go wrong. And that was before the doors had even opened.

Enforcer Assault Team
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"Impact in T minus 10 seconds, gentlemen," said a static-filled voice through the intercom. "Happy landings."

"He had been on two such insertions before. It was rough and dangerous, with a thousand things which could go wrong. And that was before the doors had even opened"

"Go get f-", started one Marine before the pod was shaken so violently Klein's vision blurred, and he thought his teeth would be jarred from his gums. The moment came with the internal kick of turbulent deceleration and the torturous squeal of twisting metal.

The sensation was over as quickly as it arrived. Sergeant Haskomb reacted first, out from this seat, shotgun in hand.

"Alright ladies, what are we waiting for, a welcoming party? Let's go! Go! Go!"

He slammed the underside of his first onto the red, flashing button by the door. At once the pressure seals hissed, and hydraulic gas discharged outside as the doors peeled open. The first marines were out before a full breach could be declared. No one wanted to be on enemy ground in the technological equivalent of a barrel.

"Clear!" came the cry, followed by three others. Klein stood on unsteady legs and followed the rest of the squad out. Rifle lights lanced out this way and

that. They had breached in a hexagonal corridor, devoid of turns as far as the Can Opener's lights allowed, and black as space.

"Breach secured, Lieutenant." Haskomb marched behind his men, resting his shot gun on one shoulder and tapping his knuckles on the helmets of marines he was particularly happy with the positioning of.

Klein checked his tactical computer readout. Then rechecked it.

"They had breached in a hexagonal corridor, devoid of turns as far as the Can Opener's lights allowed, and black as space"

"Problem, Lieutenant?" Haskomb was regarding him with a sardonic smile. Klein ignored him and slapped the taccom with an open palm. "We missed our target," he said when the screen didn't change.

Enforcer Strike Section
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Haskomb swore. "Goddamn navies couldn't find their arse with both hands."

"No, not that." He walked over to the wall the 'Opener had turned into an entrance. "We're forty meters further in than we should be." He rapped on the wall. Dull metal flaked away where his knuckles hit.

"Rust," said Haskomb over his shoulder. "Haven't seen that on a ship in a while."

"No, not rust." Klein picked up a lump which crumbled in his fist to sooty flakes. "Degraded." He looked up at an un-broken section and ran his hand over it. It felt warm under his palms. "It's no kind of alloy I know. But everything degrades over time. The data said it was old." He dropped the rotting metal.

"Old enough to rot un-rustable metal?" Haskomb's voice had an edge of uncertainty he'd never heard in the Sergeant before.

"It doesn't matter, the mission remains." Klein wiped his hand on his fa-

tigues. "The scans didn't penetrate this far so we'll have to make our own map."

"As you will, sir," said Haskomb, sounding more like his old self.

Klein's radio crackled. "Theta? Come in Klein, this is Winters."
"Captain, this is Klein."

There was a short pause before Winters answered. "Sitrep, Lieutenant."

"Breach successful. Although we're deeper than anticipated." He looked down the corridor in either direction.

"Us too," said Winter's static laden voice. "Same with Beta. No word from Delta or Gamma yet. They probably landed in too far for radio. Orders remain, Lieutenant; sweep and record. Winters out." And with that the radio went dead.

He looked up to see Haskomb looking at him, and shrugged. "Sweep and record."

END OF PART 1

Tune in next Issue for Part 2!

For more stories like this, visit Michael's blog at www.michaelgrey.com.au

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FOUT! By Max Jet

WHOOOAAAAAAAAAAAHHH!!!!
..er.. Frank?
.....AAAAAAAAAHHHHHH!!!!!!!!!
Frank.
FRANK!
Just what are you doing Frank? Today is Kings of War tournament, not Warpath!
Oh man, I... I got confused. Ironwatch and Forgefathers.. they look so similar!
No Frank, no. We have been through this a hundred times before!
4 different kits. All sharing the same legs...
Do you know how much an injection mould costs, Frank? Do you? Do you have Any Idea at all?

For use with the KoW Campaign supplement on page 17. If you would like to download the high-resolution pictures, please either visit the Mantic Forums and message one of our editors, and we would be happy to send them to you! Additionally, we've included a grid and left it borderless so you can print it out multiple times and tile it to create a n even larger board if you desire. Wage war on your own portion of Mantica 's terrain! All of the tokens and maps were created by Doug Newton-Walters.

For use with the KoW Campaign supplement on page 17

For use with the KoW Campaign supplement on page 17

For use with the KoW Campaign supplement on page 17

Bribery
(N) Resource

Spend resource to bribe other players into helping you during battle. When another player lands on a hex in which you are fighting, you may offer them resource to take your side in the ensuing conflict.

Mercenaries
(N) Resource

Spend resource to hire mercenaries. Roll 1D6 for every resource point spent. On a 3+ you get 100 points from one allied force to add to one field army for this campaign turn only. These follow the normal ally rules.

Spy
1 Resource

Send a spy to uncover enemy troop movements. Roll 1D6, on a 3+ you may rearrange 1D3 of your units in your next battle, after deployment but before the roll to see who goes first.

Assassin
2 Resource

Send an assassin to attack an enemy leader. Roll 1D6, on a 3+ one Hero from another empire suffers 4 Melee 3+ Attacks (Crushing Strength (1) and Vicious) at the beginning of their next battle. No nerve test is required.

Insurrection
3 Resource

Spend resource to stir up resentment in enemy territory. Roll 1D6, on a 3+ one empire Outpost hex must fight a Wildlands force to retain control. Failure causes the hex to be lost as normal.

For use with the KoW Campaign supplement on page 17

Training
(n) Resource

Spend resource to put your men through intensive training. Roll 1D6 for each resource spent, on a 4+ you may increase the Experience a single unit by 1.

Saboteur
2 Resource

Spend resource to sabotage enemy wargear. Roll 1D6, on a 3+ 1D3 enemy units chosen by your opponent are at -1 to hit during their next battle. These cannot be the same as those waylaid in an Ambush.

Ambush
3 Resource

Spend resource to waylay enemy forces. Roll 1D6, on a 3+ 1D3 enemy units chosen by your opponent start your next battle off the table. Each unit needs to roll equal to or less than the game turn to come on, moving At the Double from their table edge.

Sappers
2 Resource

Send sappers to undermine enemy fortifications. Roll 1D6, on a 3+ your sappers have damaged enemy fortifications. 1D3 defences chosen by your opponent suffer 1D6 damage each (roll separately). No nerve tests.

Raiders
2 Resource

Send out raiders to destroy enemy holdings. Roll 1D6, on a 3+ one empire loses 1D3 resource due to your depredations. If they can't pay it all, they must take it from their controlled hexes as per wildland tribute.

Campaign Action

Campaign Action

Campaign Action

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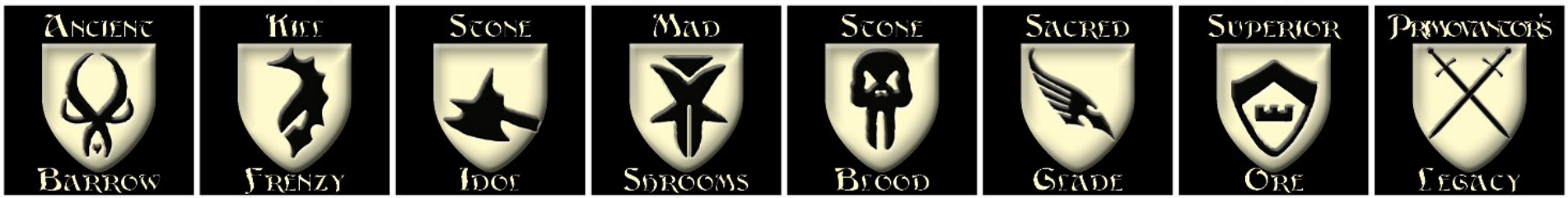
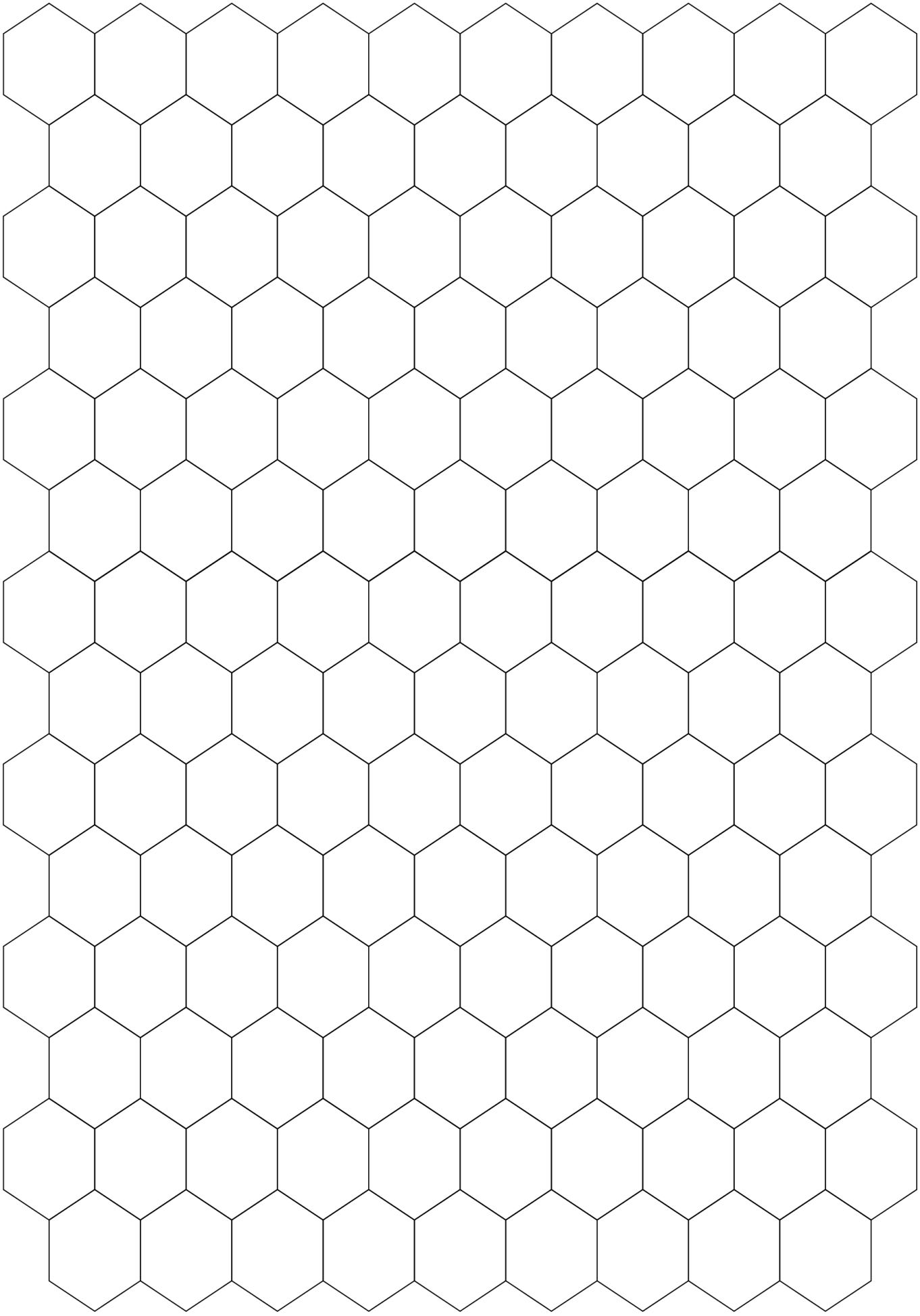
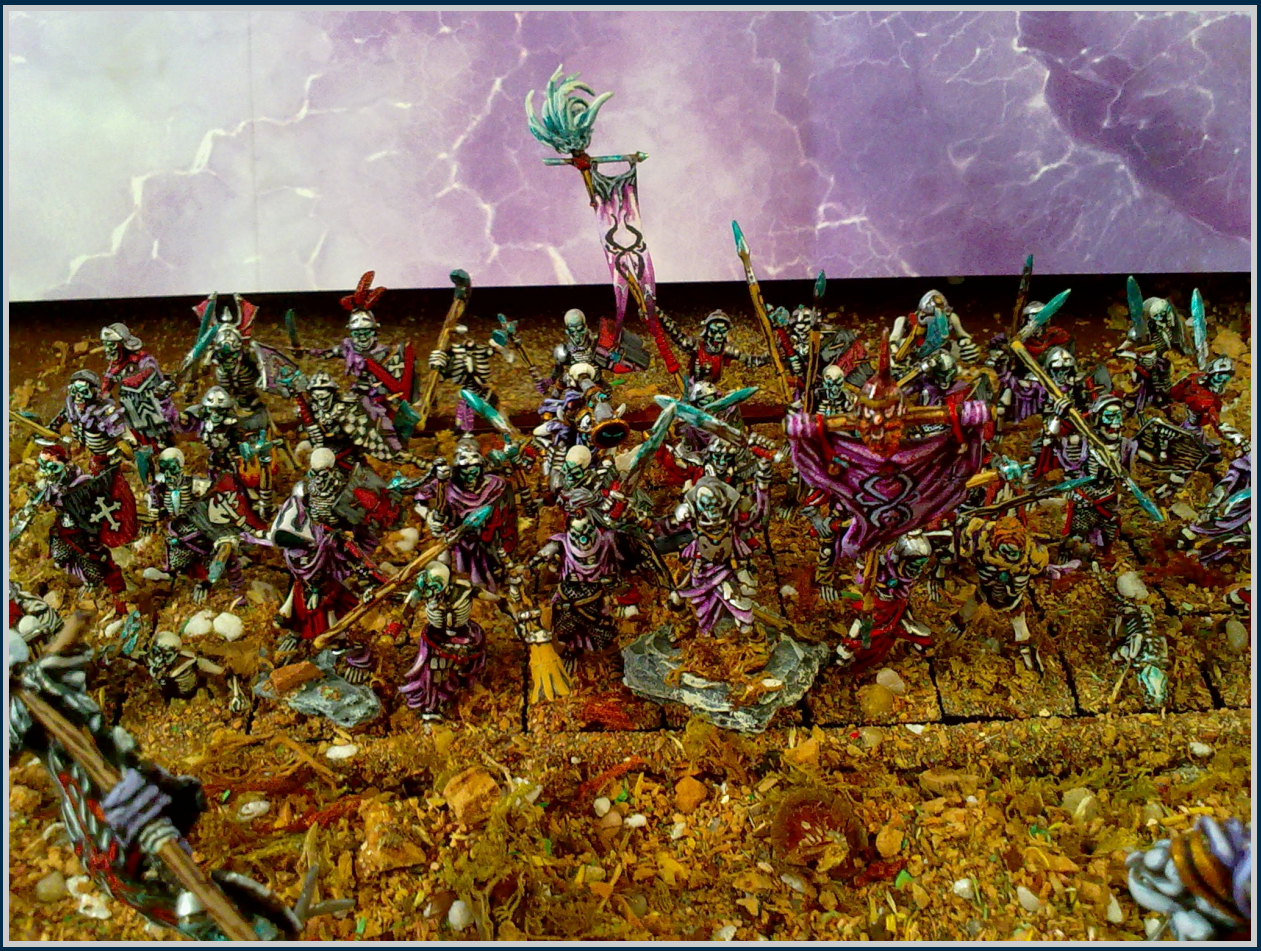
Campaign Action







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By Alex Vinsentin

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